

Mimring

	150	Life 5
	Dragon	Move 6
	Unique Hero	Range 1
	Beast	Attack 4
	Ferocious	Defense 3
Utgard	Huge 9	

Fire Line Special Attack

Range Special. Attack 4.

Choose 8 spaces in a straight line from Mimring. All figures on those spaces who are in line of sight are affected by Mimring's Fire Line Special Attack. Roll 4 attack dice once for all affected figures. Affected figures roll defense dice separately.

Flying

When counting spaces for Mimring's movement, ignore elevations. Mimring may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Mimring starts to fly, if he is engaged he will take any leaving engagement attacks.

Rise of the Valkyrie

Grimnak

	120	Life 5
	Orc	Move 5
	Unique Hero	Range 1
	Champion	Attack 2
	Ferocious	Defense 4
Utgard	Huge 11	

Chomp

Before attacking, choose one medium or small figure adjacent to Grimnak. If the chosen figure is a Squad figure, destroy it. If the chosen figure is a Hero figure, roll the 20-sided die. If you roll a 16 or higher, destroy the chosen Hero.

Orc Warrior Enhancement

All friendly Orc Warriors adjacent to Grimnak roll an additional attack die and an additional defense die.

Rise of the Valkyrie

Deathwalker 9000

	140	Life 1
	Soulborg	Move 5
	Unique Hero	Range 7
	Deathwalker	Attack 4
	Precise	Defense 9
Utgard	Large 7	

Explosion Special Attack

Range 7. Attack 3.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Explosion Special Attack. Deathwalker only needs a clear sight shot at the chosen figure. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Deathwalker can be affected by his own Explosion Special Attack.

Range Enhancement

Any Soulborg Guards you control with a Range number of 4 or more that are adjacent to Deathwalker 9000 add 2 spaces to their Range.

Rise of the Valkyrie

Ne-Gok-Sa

	90	Life 5
	Marro	Move 5
	Unique Hero	Range 1
	Warlord	Attack 3
	Tricky	Defense 6
Utgard	Medium 5	

Mind Shackle 20

After moving and before attacking, you may choose any unique figure adjacent to Ne-gok-sa. Roll the 20-sided die. If you roll a 20, take control of the chosen figure and that figure's Army Card. You now control that Army Card and all figures on it. Remove any Order Markers on this card. If Ne-Gok-Sa is destroyed, you retain control of any previously Mind Shackled Army Cards.

Rise of the Valkyrie

Finn

The Viking Champion

	80	Life 4
	Human	Move 5
	Unique Hero	Range 1
	Champion	Attack 3
	Valiant	Defense 4
Jandar	Medium 5	

Attack Aura 1

All friendly figures adjacent to Finn with a range of 1 add 1 die to their normal attack.

Warriors Attack Spirit 1

When Finn is destroyed, place this figure on any unique Army Card. Finn's Spirit adds 1 to the normal attack number on that card.

Rise of the Valkyrie

Thorgrim

The Viking Champion

	80	Life 4
	Human	Move 5
	Unique Hero	Range 1
	Champion	Attack 3
	Valiant	Defense 4
Jandar	Medium 5	

Defensive Aura 1

All friendly figures adjacent to Thorgrim add 1 die to their defense.

Warriors Armor Spirit 1

When Thorgrim is destroyed, place this figure on any unique Army Card. Thorgrim's Spirit adds 1 to the defense number on that card.

Rise of the Valkyrie

Sgt. Drake Alexander

	110	Life 5
	Human	Move 5
	Unique Hero	Range 1
	Soldier	Attack 6
	Valiant	Defense 3
Jandar	Medium 5	

Thorian Speed

Opponents' figures must be adjacent to Sgt. Drake Alexander to attack him with a normal attack.

Grapple Gun 25

Instead of Sgt. Drake Alexander's normal move, he may move only one space. This space may be up to 25 levels higher. When using the Grapple Gun, all engagement rules still apply.

Rise of the Valkyrie

Raelin

The Kyrie Warrior

	80	Life 5
	Kyrie	Move 6
	Unique Hero	Range 1
	Warrior	Attack 3
	Merciful	Defense 3
Jandar	Medium 5	

Defensive Aura

All figures you control within 4 clear sight spaces of Raelin add 2 to their defense dice. Raelin's Defensive Aura does not affect Raelin.

Flying

When counting spaces for Raelin's movement, ignore elevations. Raelin may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Raelin starts to fly, if she is engaged she will take any leaving engagement attacks.

Rise of the Valkyrie

Agent Carr

	100	Life 4
	Human	Move 5
	Unique Hero	Range 6
	Agent	Attack 2
	Tricky	Defense 4
Vydar	Medium 5	

Ghost Walk

Agent Carr can move through all figures.


Sword of Reckoning 4

If Agent Carr is attacking an adjacent figure, add 4 dice to Agent Carr's attack.


Disengage


Agent Carr is never attacked when leaving an engagement

Rise of the Valkyrie



Syvarris




100	 Life 4
Elf	Move 5
Unique Hero	Range 9
Archer	Attack 3
Precise	
Ullar	Medium 5 Defense 2


Double Attack


When Syvarris attacks, he may attack one additional time.

Rise of the Valkyrie



Zettian Guards



70	 Life 1
Soulborg	Move 4
Unique Squad	Range 7
Guards	Attack 2
Precise	
Utgard	Medium 5 Defense 7

Zettian Targeting

When attacking, if your second Zettian Guard attacks the same figure as the first Zettian Guard, add one attack die to the second Zettian Guard's attack.

Rise of the Valkyrie



Marro Warriors



50	 Life 1
Marro	Move 6
Unique Squad	Range 6
Warriors	Attack 2
Wild	
Utgard	Medium 4 Defense 3

Water Clone

Instead of attacking with all of the Marro Warriors, one at a time, roll the 20-sided die for each Marro Warrior in play. If you roll a 15 or higher, place a previously destroyed Marro Warrior on a same-level space adjacent to that Marro Warrior. Any Marro Warrior on a water space needs a 10 or higher to Water Clone. You may only Water Clone after you move.

Rise of the Valkyrie



Airborne Elite



110	 Life 1
Human	Move 4
Unique Squad	Range 8
Soldiers	Attack 3
Disciplined	
Jandar	Medium 5 Defense 2

Grenade Special Attack

Range 5. Lob 12. Attack 2.

Use this power once per game. Start the game with a grenade marker on this card. Remove the grenade marker to throw grenades. One at a time do the following with each Airborne Elite: Choose a figure to attack. No clear line of sight is needed. Any figures adjacent to the chosen figure are also affected by the Grenade Special Attack. Roll 2 attack dice once for all affected figures. Each figure rolls defense dice separately.

The Drop

Airborne Elite do not start the game on the battlefield. At the start of each round, before you place Order Markers, roll the 20-sided die. If you roll a 13 or higher you may place all 4 Airborne Elite figures on any empty spaces. You cannot place them adjacent to each other or other figures, or on glyphs.

Rise of the Valkyrie



Tarn Viking Warriors




50	 Life 1
Human	Move 4
Unique Squad	Range 1
Warriors	Attack 3
Wild	
Jandar	Medium 5 Defense 4


Berserker Charge


After moving and before attacking, roll the 20-sided die. If you roll a 15 or higher, you may move all Tarn Viking Warriors again.

Rise of the Valkyrie



Krav Maga Agents




100	 Life 1
Human	Move 6
Unique Squad	Range 7
Agents	Attack 3
Tricky	
Vydar	Medium 4 Defense 3


Stealth Dodge


When a Krav Maga Agent rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Rise of the Valkyrie



Izumi Samurai




60	 Life 1
Human	Move 6
Unique Squad	Range 1
Samurai	Attack 2
Disciplined	
Einar	Medium 5 Defense 5


Counter Strike


When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.

Rise of the Valkyrie



Tornak



100	 Life 3
Orc	Move 7
Unique Hero	Range 1
Champion	Attack 4
Tricky	
Utgard	Large 6 Defense 5


Disengage

Tornak is never attacked when leaving an engagement.

Orc Warrior Enhancement

All friendly Orc Warriors adjacent to Tornak receive an additional attack die and an additional defense die.

Mallidonn's Prophecy



Venoc Warlord



120	 Life 6
Viper	Move 7
Unique Hero	Range 1
Warlord	Attack 4
Relentless	
Ullar	Medium 6 Defense 3

Scout Leadership

All scouts you control can move an additional 2 spaces.

Frenzy Enhancement

Add 1 to your die roll when you roll for the Frenzy power on any Army Card.

Slither

Venoc Warlord does not have to stop his movement when entering water spaces.

Mallidonn's Prophecy

Kelda

The Kyrie Warrior

	80	Life 5
	Kyrie	Move 6
	Unique Hero	Range 1
	Warrior	Attack 2
	Merciful	Defense 3
Jandar	Medium 5	

Healing Touch

After moving and before attacking, choose a wounded hero figure adjacent to Kelda. Then roll the 20-sided die to add or remove wound markers from the chosen figure's card:

If you roll 1, add 2 markers.

If you roll 2-5, remove one marker.

If you roll 6-17, remove up to 2 markers.

If you roll 18-20, remove all markers.

Flying

When counting spaces for Kelda's movement, ignore elevations. Kelda may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Kelda starts to fly, if she is engaged she will take any leaving engagement attacks.

Mallidion's Prophecy

Taelord

The Kyrie Warrior

	180	Life 5
	Kyrie	Move 5
	Unique Hero	Range 1
	Warrior	Attack 3
	Relentless	Defense 3
Utgard	Medium 5	

Attack Aura

All figures you control within 4 clear sight spaces of Taelord get +1 to attack.

Taelord's Attack Aura does not effect Taelord.

Stealth Flying

When counting spaces for the Taelord's movement, ignore elevations. Taelord may fly over water without stopping, pass over obstacles such as ruins. When Taelord starts to fly, if he is engaged he will not take any leaving engagement attacks.

Mallidion's Prophecy

Marcus Decimus Gallus

	100	Life 6
	Human	Move 5
	Unique Hero	Range 1
	Warlord	Attack 3
	Disciplined	Defense 3
Einar	Medium 5	

Soldier Leadership

All Soldiers you control move one additional space.

Soldier Attack Enhancement

All friendly Soldiers adjacent to Marcus Decimus Gallus receive an additional attack die.

Mallidion's Prophecy

Blade Gruts

	40	Life 1
	Orc	Move 6
	Common Squad	Range 1
	Warriors	Attack 2
	Wild	Defense 2
Utgard	Medium 4	

Orc Champion Bonding

Before taking a turn with Blade Gruts, you may first take a turn with any Orc Champion you control.

Disengage

Blade Gruts are never attacked when leaving an engagement.

Mallidion's Prophecy

Arrow Gruts

	40	Life 1
	Orc	Move 6
	Common Squad	Range 6
	Archers	Attack 1
	Wild	Defense 1
Utgard	Medium 4	

Beast Bonding

Before taking a turn with Arrow Gruts, you may first take a turn with any Beast you control.

Disengage

Arrow Gruts are never attacked when leaving an engagement.

Mallidion's Prophecy

Omnicon Snipers

	100	Life 1
	Soulborg	Move 5
	Common Squad	Range 7
	Snipers	Attack 1
	Precise	Defense 3
Jandar	Medium 5	

Deadly Shot

When attacking with Omnicon Snipers, all skulls rolled count for one additional hit.

Mallidion's Prophecy

Venoc Vipers

	40	Life 1
	Vipers	Move 7
	Common Squad	Range 1
	Scouts	Attack 3
	Relentless	Defense 0
Ullar	Medium 5	

Slither

Venoc Vipers do not have to stop their movement when entering water spaces.

Frenzy

After you take a turn with Venoc Vipers; roll the 20-sided die. If you roll a 16 or higher you may take another turn with Venoc Vipers.

Mallidion's Prophecy

Roman Legionnaires

	50	Life 1
	Human	Move 4
	Common Squad	Range 1
	Soldiers	Attack 3
	Disciplined	Defense 2
Einar	Medium 5	

Warlord Bonding

Before taking a turn with Roman Legionnaires, you may first take a turn with any Warlord you control.

Shield Wall

When defending with a Roman Legionnaire, add 1 defense die for each adjacent Roman Legionnaire you control up to a maximum of +2 dice, for the Shield Wall power.

Mallidion's Prophecy

Roman Archers


	55	Life 1
	Human	Move 4
	Common Squad	Range 6
	Archers	Attack 2
	Disciplined	Defense 1
Einar	Medium 5	

Arrow Volley Special Attack


Range 6, Attack 6.

Three unengaged adjacent Roman Archers on the same level may combine their attacks and roll their attack dice as one attack. All Roman Archers in the arrow volley must have a clear line of sight on the one target.

Mallidion's Prophecy



Krug




120	Life 8
Troll	Move 5
Unique Hero	Range 1
Beast	Attack 2
Relentless	Defense 3
Utgar	Huge 8


Wounded Smash
When Krug attacks, he receives one extra attack die for each wound marker he has.

Double Attack
When Krug attacks, he may attack one additional time.

Utgar's Rage



Khosumet




75	Life 3
Wolf	Move 6
Unique Hero	Range 1
Darklord	Attack 3
Relentless	Defense 3
Utgar	Medium 5


Relentless Assault
Each friendly figure adjacent to Khosumet with a relentless personality receives an additional attack die.

Unleashed Fury Enhancement
You may add 1 to your die roll when you roll for the Unleashed Fury power on any Army Card.

Utgar's Rage




Me-Burq-Sa




50	Life 3
Marro	Move 8
Unique Hero	Range 6
Warlord	Attack 3
Wild	Defense 3
Utgar	Large 7

Paralyzing Stare 16
After moving and before attacking, choose any small or medium figure within 6 clear site spaces of Me-Burq-Sa. Roll the 20-sided die. If you roll 16 or higher, the chosen figure cannot roll any defense dice if attacked by Me-Burq-Sa this turn.

Utgar's Rage



Sir Denrick




100	Life 5
Human	Move 5
Unique Hero	Range 1
Champion	Attack 4
Valiant	Defense 4
Jandar	Medium 5


A Coward's Reward
Sir Denrick rolls one additional die against each figure leaving an engagement with him.

Giant Killer
When Sir Denrick attacks huge figures, add 2 attack dice.

Utgar's Rage



Swog Rider




25	Life 1
Orc	Move 8
Common Hero	Range 1
Beast	Attack 3
Wild	Defense 3
Utgar	Large 6


Disengage
Swog Rider is never attacked when leaving an engagement.

Orc Archer Enhancement
All friendly Orc Archers adjacent to a Swog Rider receive an additional attack die and an additional defense die.

Utgar's Rage




Anubian Wolves




75	Life 1
Wolves	Move 6
Common Squad	Range 1
Devourers	Attack 1
Relentless	Defense 4
Utgar	Medium 5

Unleashed Fury
Before moving, roll the 20-sided die.
If you roll a 1, choose an Anubian Wolf you control and destroy it.
If you roll a 2-6, add 1 to the attack value of this card.
If you roll a 7-11, add 2 to the attack value of this card.
If you roll a 12-15, add 3 to the attack value of this card.
If you roll a 16-19, add 4 to the attack value of this card.
If you roll a 20, add 8 to the attack value of this card.

Utgar's Rage



Knights of Weston




70	Life 1
Human	Move 4
Common Squad	Range 1
Knights	Attack 3
Valiant	Defense 4
Jandar	Medium 5


Human Champion Bonding
Before taking a turn with the Knights of Weston, you may first take a turn with any Human Champion you control.

A Coward's Reward
Knights of Weston roll one additional die against figures leaving an engagement with them.

Utgar's Rage



Minions of Utgar




110	Life 1
Kyrie	Move 4
Common Squad	Range 1
Minions	Attack 2
Relentless	Defense 6
Utgar	Medium 6

Utgar's Orders
Instead of taking a turn with the Minions of Utgar, you may take a turn with any Kyrie Warrior you control who follows Utgar.


Deadly Strike
When attacking with Minions of Utgar all skulls rolled count for one additional hit.

Flying
When counting spaces for Minions of Utgar's movement, ignore elevation. Minions of Utgar may fly over water without stopping, pass over figures without becoming engaged and fly over obstacles such as ruins. When a Minion of Utgar starts to fly, if he is engaged he will take any leaving engagement attacks.

Utgar's Rage



4th Massachusetts Line



70	Life 1
Human	Move 5
Common Squad	Range 6
Soldiers	Attack 2
Valiant	Defense 2
Jandar	Medium 5

Wait Then Fire
If none of the 4th Massachusetts Line move this turn, add 1 die to their attack.

Valiant Army Defense Bonus
If every Army Card you control has a valiant personality, each soldier in the 4th Massachusetts Line receives 1 additional defense die.

Utgar's Rage

Marro Drones

	50	Life 1
Marro	Move 6	
Common Squad	Range 1	
Drones	Attack 3	
Wild	Defense 3	
Utgarr	Medium 5	

Hive Swarm

Before moving Marro Drones, roll the 20-sided die.

If you roll 1-12, you may move and attack with up to 3 Marro Drones you control.

If you roll 13-16, you may move and attack with up to 6 Marro Drones you control.

If you roll 17-20, you may move and attack with up to 9 Marro Drones you control.

Utgarr's Rage

Brunak

	110	Life 3
Trolicore	Move 6	
Unique Hero	Range 1	
Mount	Attack 4	
Ferocious	Defense 7	
Utgarr	Huge 8	

Carry

Before moving Brunak, choose an unengaged friendly small or medium figure adjacent to Brunak. After you move Brunak, place the chosen figure adjacent to Brunak.

Blood Hungry Special Attack

Range 1. Attack 4.
If Brunak's Blood Hungry Special Attack destroys a figure, Brunak may attack again with his Blood Hungry Special Attack. Brunak may continue attacking with his Blood Hungry Special Attack until he does not destroy a figure.

Lava Resistent

Brunak never rolls for molten lava damage or lava field damage and he does not have to stop in molten lava spaces.

Orm's Return

Charos

	210	Life 9
Dragon	Move 5	
Unique Hero	Range 1	
King	Attack 5	
Valiant	Defense 5	
Ullar	Huge 9	

Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

Flying

When counting spaces for Charo's movement, ignore elevation. Charos may fly over water without stopping. Charos may pass over figures without becoming engaged. Charos may fly over obstacles such as ruins. When Charos starts to fly, if he is engaged he will take any leaving engagement attacks.

Orm's Return

Deathwalker 8000

	130	Life 1
Soulborg	Move 5	
Unique Hero	Range 7	
Deathwalker	Attack 3	
Precise	Defense 8	
Utgarr	Large 7	

Rapid Fire Special Attack

Range 7. Attack 3.
If Deathwalker's Rapid Fire Special Attack inflicts a wound, he may attack again with his Rapid Fire Special Attack. Deathwalker may continue attacking with his Rapid Fire Special Attack until he does not inflict a wound.

Orm's Return

Dünd

	110	Life 4
Doggin	Move 6	
Unique Hero	Range 1	
Hunter	Attack 3	
Tricky	Defense 5	
Vydarr	Large 4	

Crippling Gaze 15

Before moving, you may choose a figure within 5 clear sight spaces of Dünd. Roll the 20-sided die. If you roll a 15 or higher remove all order markers on the chosen figure's army card (or cards if your opponent has more than one common card for that figure).

Orm's Return

Su-Bak-Na

	160	Life 5
Marro	Move 6	
Unique Hero	Range 1	
Hivelord	Attack 7	
Tricky	Defense 3	
Utgarr	Huge 12	

Hive Supremacy

Anytime you roll the 20-sided die for a Marro or Wulsinu Army Card, you may add 1 to your die roll.

Flying

When counting spaces for Su-Bak-Na's movement ignore elevation. Su-Bak-Na may fly over water without stopping. Su-Bak-Na may pass over figures without becoming engaged. Su-Bak-Na may fly over obstacles such as ruins. When Su-Bak-Na starts to fly, if he is engaged he will take any leaving engagement attacks.

Orm's Return

Dumutef Guard

	25	Life 1
Faintooth	Move 6	
Common Hero	Range 1	
Guard	Attack 4	
Relentless	Defense 4	
Utgarr	Large 7	

Road Strength

Add 1 to Dumutef Guard's attack and defense while on a road space.

Devourer Attack Enhancement

All friendly Devourers adjacent to a Dumutef Guard receive an additional attack die.

Road to the Forgotten Forest

Alastair MacDirk

	110	Life 6
Human	Move 5	
Unique Hero	Range 1	
Champion	Attack 5	
Valiant	Defense 3	
Jandar	Medium 5	

Overextend Attack

After taking a turn with Alastair MacDirk, you may place a wound marker on Alastair MacDirk and take another turn with him. You may only use this power once during a round.

Jandar's Oath

Concan *The Kyrie Warrior*

	80	Life 5
Kyrie	Move 5	
Unique Hero	Range 1	
Warrior	Attack 4	
Valiant	Defense 4	
Jandar	Medium 5	

Knight and Sentinel Enhancement

All friendly Knights and Sentinels adjacent to Concan roll an additional attack die and an additional defense die.

Flying

When counting spaces for Concan's movement, ignore elevations. Concan may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Concan starts to fly, if he is engaged he will take any leaving engagement attacks.

Jandar's Oath

100	Life 1
Soulborg	Move 6
Unique Hero	Range 1
Deathwalker	Attack 3
Tricky	
Utgard	Medium 5 Defense 7

Self-Destruct

After moving and instead of attacking, Deathwalker may choose to self-destruct. Roll the 20-sided die to determine if any other figures are wounded.

If you roll a 1-3, all adjacent figures are safe.

If you roll a 4-15, each adjacent figure receives 2 wounds.

If you roll a 16-19 each adjacent figure receives 4 wounds.

If you roll a 20, each adjacent figure receives 8 wounds.

After using this power, Deathwalker is always destroyed.

Stealth Dodge

When Deathwalker 7000 rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Jandar's Oath

65	Life 5
Human	Move 5
Unique Hero	Range 7
Lawman	Attack 2
Tricky	
Jandar	Medium 5 Defense 2

Shotgun Blast Special Attack

Range 5. Attack 3.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. Johnny only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Johnny cannot be affected by his own Shotgun Blast Special Attack.

Jandar's Oath

80	Life 5
Kyrie	Move 6
Unique Hero	Range 1
Warrior	Attack 3
Valiant	
Ullar	Medium 5 Defense 3

Spear of Summoning

After moving and before attacking, choose any figure you control on the battlefield, then roll the 20-sided die. If you roll a 1-8, nothing happens. If you roll a 9-20, move the chosen figure to any space adjacent to Saylind. If the summoned figure is engaged, the figure does not receive any leaving engagement attacks.

Flying

When counting spaces for Saylind's movement, ignore elevations. Saylind may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Saylind starts to fly, if she is engaged she will take any leaving engagement attacks.

Jandar's Oath

90	Life 1
Primadons	Move 7
Common Squad	Range 6
Agents	Attack 2
Tricky	
Vydar	Medium 5 Defense 1

Tough

When rolling defense dice against a normal attack, Gorillimators always add one automatic shield to whatever is rolled.

Jandar's Oath

80	Life 1
Human	Move 5
Common Squad	Range 1
Warriors	Attack 2
Wild	
Jandar	Medium 5 Defense 2

Highland Fury

At the start of the game, choose a Human Champion you control. While that champion is in play, MacDirk Warriors roll one additional attack die for each wound marker on the chosen hero. There can be only one Human Champion for all the MacDirk Warriors you control. MacDirk Warriors cannot attack their chosen Human Champion.

Human Champion Bonding

Before taking a turn with the MacDirk Warriors, you may first take a turn with any Human Champion you control.

Jandar's Oath

90	Life 1
Wulsinu	Move 1
Common Squad	Range 1
Hunters	Attack 3
Wild	
Utgard	Large 4 Defense 5

Wild Pack Movement

Before moving, roll the 20-sided die.

If you roll a 1-3, add 1 to the move value of this card.

If you roll a 4-6, add 3 to the move value of this card.

If you roll a 7-20, add 7 to the move value of this card.

Marro Plague

After moving and before attacking, you must roll the 20-sided die once for each figure adjacent to any Marrden Hounds you control. If you roll a 16 or higher, that figure receives a wound. Soulborgs and Wulsinu are not affected by this marro plague.

Jandar's Oath

100	Life 1
Human	Move 5
Common Squad	Range 7
Agents	Attack 2
Tricky	
Vydar	Medium 5 Defense 3

Stealth Armor 15

When a Microcorp Agent receives one or more wounds, before removing that agent, roll the 20-sided die. If you roll a 15 or higher, ignore any wounds.

Water Suits

Microcorp Agents do not have to stop their movement when entering a water space. Add 2 to a Microcorp Agent's defense while he is on a water space.

Sighting

When a Microcorp Agent is attacking with a height advantage, he rolls an additional attack die.

Jandar's Oath

110	Life 1
Kyrie	Move 4
Common Squad	Range 1
Sentinels	Attack 3
Valiant	
Jandar	Medium 6 Defense 4

Shields of Valor

When defending with Sentinels of Jandar, each shield rolled counts for one additional block.

Flying

When counting spaces for Sentinels of Jandar's movement, ignore elevations. Sentinel of Jandar may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Sentinel of Jandar starts to fly, if he is engaged he will take any leaving engagement attacks.

Jandar's Oath

80	Life 1
Human	Move 6
Common Squad	Range 1
Monks	Attack 3
Disciplined	
Ullar	Medium 5 Defense 3

Shaolin Assault



A Shaolin Monk may attack any or all figures adjacent to him. Roll each attack separately.

Stealth Leap

Instead of their normal move, any or all Shaolin Monks may Stealth Leap. Stealth Leap has a move 3. When counting spaces for a Monk's leaping movement, ignore elevations. A Monk may leap over water without stopping, pass over figures without becoming engaged, and leap over obstacles such as ruins. A Monk may not leap more than 12 levels up or down in a single Stealth Leap. If a Monk is engaged when he starts to leap, he does not take any leaving engagement attacks.

Jandar's Oath

Obsidian Guards

	100	 Life 1
Moltarn	Move 4	
Common Squad	Range 1	
Guards	Attack 4	
Ferocious	Defense 4	
<i>Ullgar</i>	Medium 5	

Lava Resistant

Obsidian Guards never roll for molten lava damage or lava field damage and they do not have to stop on molten lava spaces.

Lava Throw



When an Obsidian Guards is on a molten lava space it may add 2 to its range.

Water Weakness

An Obsidian Guard on a water space rolls 2 fewer defense dice.

Volcarren Wasteland

Deadeye Dan

	60	 Life 3
Human	Move 5	
Unique Hero	Range 10	
Sniper	Attack 1	
Precise	Defense 2	
<i>Ullar</i>	Medium 5	

Ullar Enhanced Rifle Special Attack

Range 10. Attack 1.



Choose a non-adjacent small or medium figure to attack. The chosen figure cannot roll defense dice when attacked by Deadeye Dan's Ullar Enhanced Rifle Special Attack. Deadeye Dan may not use this special attack if he moved this turn.

Sharpshooter

Instead of attacking, you may choose any non-adjacent figure within 10 clear sight spaces of Deadeye Dan. Roll the 20-sided die. If you roll a 19 or 20, the chosen figure is destroyed. If you roll a 1-18, you missed. Deadeye Dan may not use this special power if he moved this turn.

Zanafor's Discovery

Guilty McCreech

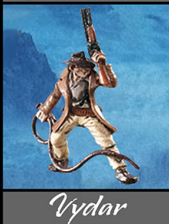

	30	 Life 2
Human	Move 5	
Unique Hero	Range 7	
Lawman	Attack 2	
Wild	Defense 2	
<i>Einar</i>	Medium 4	

Double Attack

When Guilty McCreech attacks, he may attack one additional time.

Zanafor's Discovery

James Murphy

	75	 Life 5
Human	Move 5	
Unique Hero	Range 7	
Lawman	Attack 2	
Disciplined	Defense 2	
<i>Vydar</i>	Medium 4	

Shotgun Blast Special Attack



Range 5. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figures are also affected by the Shotgun Blast Special Attack. James only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. James cannot be affected by his own Shotgun Blast Special Attack.

Whip 12

After moving and before attacking, choose a small or medium figure adjacent to James. Roll the 20-sided die. If you roll a 12 or higher, the chosen figure cannot roll any defense dice if attacked by James this turn.

Zanafor's Discovery

Major X17

	100	 Life 5
Soulborg	Move 5	
Unique Hero	Range 1	
Major	Attack 4	
Disciplined	Defense 3	
<i>Vydar</i>	Medium 5	

Improved Cyberclaw

All small, medium or large opponent's figures that enter or occupy a space adjacent to Major X17 may not move. Figures affected by the Cyberclaw cannot be moved by any special power on an Army Card or glyph.

Melee Defense 4

When rolling defense dice against a normal attack from an adjacent figure, Major X17 adds 4 dice.

Zanafor's Discovery

Morsbane



	100	 Life 6
Elf	Move 5	
Unique Hero	Range 1	
Wizard	Attack 3	
Tricky	Defense 2	
<i>Ullar</i>	Medium 5	

Rod of Negation

Start the game with 3 brown Negation Markers on this card. At the end of the turn, if you have at least 1 Negation Marker on this card, you may choose any opponent's unique figure within 6 clear sight spaces of Morsbane. Roll the 20-sided die. If you roll a 1-15, nothing happens. If you roll a 16-19, place a Negation Marker on the chosen figure's Army Card. All of that figure's special powers are negated for the entire game. If you roll a 20, destroy the chosen figure.

Zanafor's Discovery

Parmenio

	90	 Life 5
Human	Move 5	
Unique Hero	Range 1	
Warlord	Attack 3	
Disciplined	Defense 3	
<i>Einar</i>	Medium 5	

Disciplined Influence

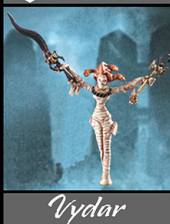

At the start of the game, you may choose any unique Army Card you control. For this game the chosen card's personality is disciplined, regardless of what is listed on the card.

Sacred Band Defy Death 15

When an adjacent Sacred Band figure you control receives one or more wounds, roll the 20-sided die before removing that figure. If you roll a 15 or higher, ignore any wounds.

Zanafor's Discovery

Sudema

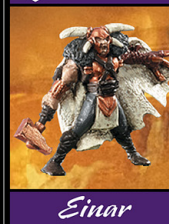

	140	 Life 4
Undead	Move 5	
Unique Hero	Range 1	
Queen	Attack 2	
Wild	Defense 3	
<i>Vydar</i>	Medium 5	

Stare of Stone

Instead of attacking, choose any figure within 4 clear sight spaces of Sudema. Roll the 20-sided die. If the chosen figure is a Squad figure and you roll a 7 or higher, destroy it. If the chosen figure is a Hero figure and you roll a 17 or higher, destroy the chosen Hero.

Zanafor's Discovery

Valguard

	110	 Life 7
Human	Move 5	
Unique Hero	Range 1	
Warlord	Attack 2	
Wild	Defense 4	
<i>Einar</i>	Medium 5	

First Assault 3



When attacking with Valguard, if the defending figure was not adjacent to Valguard at the start of this turn, Valguard receives 3 additional attack dice.

Berserker Charge Enhancement

Add 1 to your die roll when you roll for the Berserker Charge power on any Army Card.

Zanafor's Discovery

Armoc Vipers

	65	 Life 1
	Vipers	Move 7
	Common Squad	Range 1
	Protectors	Attack 3
	Relentless	Defense 3
Ullar	Medium 5	

Ullar Warlord Bonding

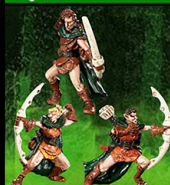

Before taking a turn with Armoc Vipers, you may first take a turn with any Warlord you control who follows Ullar.

Slither

Armoc Vipers do not have to stop their movement when entering water spaces.

Zanafor's Discovery

Aubrien Archers



	70	 Life 1
	Elf	Move 5
	Common Squad	Range 7
	Archers	Attack 2
	Precise	Defense 2
Ullar	Medium 4	

Frenzy

After you take a turn with Aubrien Archers, roll the 20-sided die. If you roll a 16 or higher, you may take another turn with Aubrien Archers.

Zanafor's Discovery

Gladiatrons

	80	 Life 1
	Soulborg	Move 5
	Common Squad	Range 1
	Hunters	Attack 2
	Disciplined	Defense 3
Vydar	Medium 5	

Cyberclaw



All small or medium opponent's figures that enter or occupy a space adjacent to any Gladiatron may not move. Figures affected by the Cyberclaw cannot be moved by any special power on an Army Card or Glyph.

Melee Defense 1

When rolling defense dice against a normal attack from an adjacent figure, a Gladiatron adds 1 die.

Zanafor's Discovery

Sacred Band

	50	 Life 1
	Human	Move 4
	Common Squad	Range 1
	Soldiers	Attack 3
	Disciplined	Defense 2
Einar	Medium 5	

Einar Warlord Bonding



Before taking a turn with Sacred Band, you may first take a turn with any Warlord you control who follows Einar.

Disciplined Army Defense Bonus

If every Army Card you control has a disciplined personality, each soldier in the Sacred Band receives 1 additional defense die.

Zanafor's Discovery

Tagawa Samurai

	120	 Life 1
	Human	Move 6
	Unique Squad	Range 1
	Samurai	Attack 3
	Disciplined	Defense 5
Einar	Medium 5	

Counter Strike



When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.

Bloodlust

For every opponent's figure a Tagawa Samurai destroys, place a purple Experience Marker on this card. When attacking with Tagawa Samurai, roll one additional attack die for each Experience Marker on this card. A maximum of 3 Experience Markers can be placed on this card.

Zanafor's Discovery

Nilfheim

	185	 Life 6
	Dragon	Move 6
	Unique Hero	Range 1
	King	Attack 6
	Ferocious	Defense 4
Jandar	Huge 12	

Ice Shard Breath Special Attack


Range 5 Attack 4
When Nilfheim attacks with his Ice Shard Breath Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

Flying

When counting spaces for Nilfheim's movement, ignore elevations. Nilfheim may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Nilfheim starts to fly, if he is engaged he will take any leaving engagement attacks.

Raknar's Vision

Jotun

	225	 Life 7
	Giant	Move 6
	Unique Hero	Range 1
	Warrior	Attack 8
	Wild	Defense 4
Ullar	Huge 10	

Wild Swing Special Attack



Range 1. Attack 4.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Wild Swing Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Jotun cannot be affected by his own Wild Swing Special Attack.

Throw 14

After moving and before attacking, choose one small or medium non-flying figure adjacent to Jotun. Roll the 20-sided die. If you roll a 14 or higher, you may throw the figure by placing it on any empty space within 4 spaces of Jotun. The figure must land within clear sight of Jotun. After the figure is placed, roll the 20-sided die for throwing damage. If you roll an 11 or higher, the thrown figure receives 2 wounds. If the figure is thrown onto a level higher than the height of Jotun or onto water, do not roll for throwing damage. The thrown figure does not take any leaving engagement attacks.

Raknar's Vision

Major Q9



	180	 Life 4
	Soulborg	Move 5
	Unique Hero	Range 8
	Major	Attack 4
	Precise	Defense 7
Vydar	Large 7	

Queglix Gun Special Attack

Range 6. Attack 1, 2 or 3.
Major Q9 starts each turn with 9 attack dice. Choose any figure within range and attack by rolling 1, 2 or 3 attack dice. Major Q9 may keep making special attacks with 1, 2 or 3 attack dice until he has rolled all 9 attack dice. Major Q9 may target the same or different figures with each attack.

Raknar's Vision

Theracus

	40	 Life 3
	Gryphillin	Move 7
	Unique Hero	Range 1
	Scout	Attack 3
	Disciplined	Defense 3
Ullar	Large 5	

Carry

Before moving Theracus, choose an unengaged friendly small or medium figure adjacent to Theracus. After you move Theracus, place the chosen figure adjacent to Theracus.

Flying

When counting spaces for Theracus's movement, ignore elevations. Theracus may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Theracus starts to fly, if he is engaged he will take any leaving engagement attacks.

Raknar's Vision

Braxas

210	Life 8
Dragon	Move 6
Unique Hero	Range 1
Queen	Attack 5
Wild	Defense 3
<i>Vydar</i>	Huge 13

Poisonous Acid Breath

Instead of attacking, you may choose up to 3 different small or medium figures within 4 clear sight spaces of Braxas. One at a time, roll the 20-sided die for each chosen figure. If the chosen figure is a Squad figure and you roll an 8 or higher, destroy it. If the chosen figure is a Hero figure and you roll a 17 or higher, destroy the chosen Hero.

Flying

When counting spaces for Braxas's movement, ignore elevations. Braxas may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Braxas starts to fly, if she is engaged she will take any leaving engagement attacks.

Raknar's Vision

Dzu-Teh

75	Life 1
Dzu-Teh	Move 5
Common Squad	Range 1
Hunters	Attack 4
Wild	Defense 3
<i>Jandar</i>	Medium 6

Glacier Traverse

If a Dzu-Teh is adjacent to a Glacier Mountain, the Dzu-Teh may Glacier Traverse instead of moving normally. You may do this with any or all Dzu-Teh you control each turn. To Glacier Traverse, move to any unoccupied space adjacent to that Glacier Mountain.

Glacier Camouflage

If a Dzu-Teh is adjacent to a Glacier Mountain, opponents' figures must be adjacent to that Dzu-Teh to attack it with a normal attack.

Snow and Ice Enhanced Movement

Slippery Ice and Heavy Snow only count as 1 space when moving.

Thaelenk Tundra

Crixus

90	Life 5
Human	Move 5
Unique Hero	Range 1
Gladiator	Attack 5
Rebellious	Defense 3
<i>Einar</i>	Medium 5

One Shield Defense

When rolling defense dice, if Crixus rolls at least once shield, the most wounds Crixus may take for this attack is one.

Thora's Vengeance

Retiarius

90	Life 4
Human	Move 5
Unique Hero	Range 1
Gladiator	Attack 5
Rebellious	Defense 3
<i>Einar</i>	Medium 5

Net Trip 14

After moving and before attacking, roll the 20-sided die. If you roll a 14 or higher, any small or medium figure attacked by Retiarius this turn may roll no more than 1 die for defense.

Thora's Vengeance

Spartacus

200	Life 5
Human	Move 5
Unique Hero	Range 1
Gladiator	Attack 6
Rebellious	Defense 4
<i>Einar</i>	Medium 5

Gladiator Inspiration

If all Order Markers for a round are placed on Gladiator Army Cards, and at least one Order Marker is placed on Spartacus, then all Gladiators you control (except Spartacus) become inspired. Inspired Gladiators add one to their Move number and add 1 extra attack die and defense die for the rest of the round.

Thora's Vengeance

Blastatrons

60	Life 1
Soulborg	Move 5
Common Squad	Range 7
Guards	Attack 1
Disciplined	Defense 2
<i>Vydar</i>	Medium 4

Gladiator Movement Bonding

Before taking a turn with Blastatrons, you may move 4 Gladiators you control up to 5 spaces each.

Homing Device

When attacking a non-adjacent figure, add 1 attack die for every Soulborg who follows Vydar that you control that is adjacent to the defending figure.

Thora's Vengeance

Deathreavers

40	Life 1
Soulborg	Move 6
Common Squad	Range 1
Deathreavers	Attack 1
Tricky	Defense 4
<i>Utgarr</i>	Small 3

Scatter

After a Deathreaver you control rolls defense dice against a opponent's normal attack, you may move any 2 Deathreavers you control up to 4 spaces each.

Disengage

Deathreavers are never attacked when leaving an engagement.

Climb X2

When moving up or down levels of terrain, Deathreavers may double their Height.

Thora's Vengeance

Deathstalkers

100	Life 1
Soulborg	Move 7
Common Squad	Range 1
Deathstalkers	Attack 3
Wild	Defense 5
<i>Utgarr</i>	Large 5

Maul

When rolling attack dice against a small or medium figure, if a Deathstalker rolls a skull on every die, the defending figure receives a wound for every skull, and cannot roll any defense dice.

Thora's Vengeance

Kozuke Samurai

100	Life 1
Human	Move 5
Unique Squad	Range 1
Samurai	Attack 5
Disciplined	Defense 3
<i>Einar</i>	Medium 4

Charging Assault



Any or all Kozuke Samurai may add 3 to their Move number as long as they are unengaged prior to moving. Kozuke Samurai must be able to move adjacent to an opponent's figure in order to use Charging Assault.

Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.

Thora's Vengeance

Nakita Agents

	120	 Life 1
	Human	Move 5
	Unique Squad	Range 6
	Agents	Attack 3
	Tricky	Defense 3
<i>Vydar</i>	Medium 4	

Smoke Powder 13

When any Nakita Agent you control, or any figure you control that is adjacent to any Nakita agent you control, is targeted for a normal attack from a non-adjacent opponent, you may roll the 20-sided die. If you roll a 13 or higher, all Nakita Agents you control, and all figures you control that are adjacent to those Nakita Agents, no longer have any visible hit zones for the duration of the targeting figure's turn.

Engagement Strike 15



If an opponent's small or medium figure moves adjacent to a Nakita Agent, roll the 20-sided die. If you roll a 15 or higher, the opponent's figure receives a wound. Figures may only be targeted as they move into engagement with a Nakita Agent.

Gorillinator Movement Bonding

Before taking a turn with Nakita Agents, you may move 3 Gorillinators you control up to 7 spaces each.

Thora's Vengeance

Ninjas of the Northern Wind

	110	 Life 1
	Human	Move 6
	Unique Squad	Range 1
	Ninja	Attack 4
	Disciplined	Defense 3
<i>Einar</i>	Medium 4	

Disappearing Ninja

If a Ninja of the Northern Wind is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die to disappear. If you roll 1-11, roll defense dice normally. If you roll a 12 or higher, that Ninja of the Northern Wind takes no damage and instead may move up to 4 spaces. Ninjas of the Northern Wind can disappear only if they end their disappearing move not adjacent to any enemy figures.

Ghost Walk



Ninjas of the Northern Wind can move through all figures.

Disengage

Ninjas of the Northern Wind are never attacked when leaving an engagement.

Thora's Vengeance

Warriors of Ashra



	50	 Life 1
	Elves	Move 5
	Common Squad	Range 1
	Warriors	Attack 3
	Tricky	Defense 3
<i>Ullar</i>	Medium 4	

Defensive Agility

When a Warrior of Ashra rolls defense dice against a normal attack from an adjacent figure, one shield will block all damage.

Thora's Vengeance

Sir Gilbert

	105	 Life 6
	Human	Move 5
	Unique Hero	Range 1
	Champion	Attack 3
	Valiant	Defense 4
<i>Jandar</i>	Medium 5	

Jandar's Dispatch


After you take a turn with Sir Gilbert, you may roll 12 Jandar Valkyrie Dice. Move up to 4 squad figures you control who follow Jandar up to X spaces. X equals the number of Jandar symbols rolled. Any squad figures moved with Jandar's Dispatch must be within 8 clear sight spaces of Sir Gilbert.

Attack Aura 1

All Friendly figures adjacent to Sir Gilbert with a range of 1 add 1 die to their normal attack.

Crest of the Valkyrie

Acolarh

	110	 Life 5
	Elf	Move 5
	Unique Hero	Range 1
	Wizard	Attack 3
	Valiant	Defense 2
<i>Ullar</i>	Medium 5	

Leaf Of The Home Tree Aura

When any elf you control within 8 clear sight spaces of Acolarh receives enough wounds to be destroyed, you may roll 10 Ullar Valkyrie dice before removing the figure. If you roll at least 3 Ullar symbols, ignore any wounds that figure just received. Acolarh's Leaf of the Home Tree Aura does not affect Acolarh.

Ullar's Amulet

All Friendly figures who start their turn adjacent to Acolarh may move 2 additional spaces.

Crest of the Valkyrie

Hatamoto Taro

	130	 Life 5
	Human	Move 5
	Unique Hero	Range 1
	Samurai	Attack 2
	Disciplined	Defense 2
<i>Einar</i>	Medium 5	

Heroic Defence Aura



When defending against a normal attack by an adjacent figure with any Samurai of Ashigaru figures you control within 8 clear sight spaces of Hatamoto Taro, you may roll Einar Valkyrie Dice. Each symbol rolled counts as as additional shield. Heroic Defence Aura does not affect Hatamoto Taro.

Adjacent Tough 1

When rolling defence dice for Hatamoto Taro, if Hatamoto Taro is adjacent to at least one figure you control that follows Einar, add one automatic shield to the defence roll.

Crest of the Valkyrie

Laglor

	110	 Life 6
	Primadon	Move 5
	Unique Hero	Range 7
	Alphallon	Attack 3
	Precise	Defense 3
<i>Vydar</i>	Medium 5	

Vydar's Range Enhancement Aura



All friendly figures with a range number of 4 or more who follow Vydar and are within 4 clear sight spaces of Laglor add 2 to their Range number. Vydar's range Enhancement Aura does not affect Laglor.

Autoload Special Attack

Range 7. Attack 3.
When attacking with Autoload Special Attack, you may roll Vydar Valkyrie Dice. If you roll at least one Vydar symbol, you may attack with again with Autoload Special Attack.

Crest of the Valkyrie

Ornak

	100	 Life 4
	Orc	Move 6
	Unique Hero	Range 1
	Champion	Attack 3
	Wild	Defense 3
<i>Utgarr</i>	Medium 5	

Red Flag of Fury Aura



If Order Marker 1 is placed on Ornak, then instead of taking a turn with Ornak, you may take a turn with up to two Unique Heroes that you control that follow Utgar. Ornak cannot be one of the two Unique Heroes. Any Unique Hero that is taking a turn instead of Ornak must be within 8 clear sight spaces of Ornak prior to it's movement.

Orc Battle Cry Aura

When attacking with any Orc Warriors you control within 2 clear sight spaces of Ornak, you may roll Utgar Valkyrie Dice. Each Utgar symbol rolled counts for an additional skull.

Crest of the Valkyrie

Empress Kiova

	90	 Life 5
	Kyrie	Move 5
	Unique Hero	Range 1
	Warrior	Attack 3
	Disciplined	Defense 4
<i>Einar</i>	Medium 6	

Gift of the Empress Aura

When you roll defense dice for any Kyrie that you control who follows Einar and is within 5 clear sight spaces of Empress Kiova, you may re-roll all defense dice that did not show shields. Gift of the Empress Aura can be used only once for each defense roll. Empress Kiova's Gift of the Empress Aura does not affect Empress Kiova.

Stealth Flying

When counting spaces for Empress Kiova's movement, ignore elevations. Empress Kiova may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Empress Kiova starts to fly, if she is engaged she will not take any leaving engagement attacks.

Dawn of Darkness

Kaemon Awa

	120	Life 4
	Human	Move 5
	Unique Hero	Range 7
	Samurai	Attack 4
	Disciplined	Defense 4
<i>Einar</i>	Medium 5	

Quick Release Special Attack

Range 4. Attack 4.

When Kaemon Awa attacks with his Quick Release Special Attack, he may attack one additional time.

Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.

Dawn of Darkness

Kee-Mo-Shi

	130	Life 4
	Marro	Move 6
	Unique Hero	Range 1
	Warwitch	Attack 4
	Tricky	Defense 4
<i>Utgarr</i>	Medium 6	

Mind Shackle

After moving and before attacking, you may choose any unique figure adjacent to Kee-Mo-Shi. Roll the 20-sided die. If you roll 19 or 20, take control of the chosen figure and that figure's Army Card. You now control that Army Card and all figures on it. Remove any Order Markers on the chosen figure's Army Card. If Kee-Mo-Shi is destroyed, you retain control of any previously Mind Shackled Army Cards.

Toxic Skin

After attacking, you must roll the 20-sided die once for each figure adjacent to Kee-Mo-Shi. If you roll a 17 or higher, that figure receives one wound. Soulborgs are not affected by Toxic Skin.

Dawn of Darkness

Runa

	120	Life 5
	Kyrie	Move 6
	Unique Hero	Range 1
	Warrior	Attack 3
	Tricky	Defense 3
<i>Utgarr</i>	Medium 5	

Helm of Mitonsoul Aura

After moving and before attacking, Runa may use her Helm of Mitonsoul Aura. When using the Helm of Mitonsoul Aura, you must roll the 20-sided die for all figures within 3 clear sight spaces of Runa, one at a time. If you roll a 20, destroy the figure. Runa's Helm of Mitonsoul Aura does not affect Runa.

Flying

When counting spaces for Runa's movement, ignore elevations. Runa may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Runa starts to fly, if she is engaged she will take any leaving engagement attacks.

Dawn of Darkness

Eldgrim

The Viking Champion

	30	Life 3
	Human	Move 5
	Unique Hero	Range 1
	Champion	Attack 2
	Valiant	Defense 2
<i>Jandar</i>	Medium 4	

Overextend Attack

After taking a turn with Eldgrim, you may place a wound marker on Eldgrim and take another turn with him. You may use this power only once during a round.

Warrior's Swiftess Spirit

When Eldgrim is destroyed, you may place this figure on any unique Army Card. Eldgrim's Spirit adds 1 to the move number on that card.

Dawn of Darkness

Heavy Gruts

	70	Life 1
	Orc	Move 5
	Common Squad	Range 1
	Warriors	Attack 3
	Wild	Defense 3
<i>Utgarr</i>	Medium 4	

Orc Champion Bonding

Before taking a turn with Heavy Gruts, you may first take a turn with any Orc Champion you control.

Disengage

Heavy Gruts are never attacked when leaving engagements.

Dawn of Darkness

Shades of Bleakwood

	100	Life 1
	Undead	Move 7
	Common Squad	Range 1
	Devourers	Attack 2
	Terrifying	Defense 4
<i>Utgarr</i>	Medium 5	

Soul Devour

Before moving, each Shade of Bleakwoode you control may choose an adjacent unique hero. Roll the 20-sided die once for each Shade. If you roll 19 or 20, destroy the Shade of Bleakwoode figure, then take control of the chosen unique hero and remove any Order Marker on its card. You now control that Army Card.

Stealth Flying

When counting spaces for Shades of Bleakwoode's movement, ignore elevations. Shades of Bleakwoode may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Shade of Bleakwoode starts to fly, if it is engaged it will not take any leaving engagement attacks.

Dawn of Darkness

Zombies of Morindan

	60	Life 1
	Undead	Move 4
	Common Squad	Range 1
	Savages	Attack 2
	Terrifying	Defense 3
<i>Utgarr</i>	Medium 5	

Horde Movement

You may move up to 6 Zombies of Morindan that you control each turn. However, you may attack with only 3 Zombies of Morindan. You may attack with any 3 Zombies of Morindan, even Zombies of Morindan that you did not move this turn.

Zombie Onslaught Special Attack

Range 1. Attack 6.

Three Zombies of Morindan on the same level may combine their attacks and roll their attack dice as one attack. All Zombies of Morindan in the attack must be engaged to the targeted figure.

Zombies Rise Again

If a Zombie of Morindan that you control destroys an opponent's small or medium figure, replace that figure immediately, if possible, with one of your own previously destroyed Zombies of Morindan. Newly placed Zombies of Morindan cannot attack this turn. Undead are not affected by Zombies Rise Again.

Dawn of Darkness

Einar Imperium

	140	Life 1
	Kyrie	Move 5
	Common Squad	Range 1
	Soldiers	Attack 3
	Disciplined	Defense 3
<i>Einar</i>	Medium 5	

Double Attack

When each member of the Einar Imperium attacks, he may attack one additional time.

Stealth Flying

When counting spaces for the Einar Imperium's movement, ignore elevations. The Einar Imperium may fly over water without stopping, pass over obstacles such as ruins. When a member of the Einar Imperium starts to fly, if he is engaged he will not take any leaving engagement attacks.

Dawn of Darkness

Tagawa Samurai Archers



	65	Life 1
	Human	Move 5
	Common Squad	Range 6
	Samurai	Attack 2
	Disciplined	Defense 3
<i>Einar</i>	Medium 5	

Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.

Dawn of Darkness

Elite Onyx Vipers

	100	
	Vipers	<i>Move 7</i>
	Unique Squad	<i>Range 1</i>
	Scouts	<i>Attack 3</i>
	Precise	<i>Defense 2</i>
<i>Ullar</i>	Medium 5	

Slither

Elite Onyx Vipers do not have to stop their movement when entering water spaces.

Frenzy



After you take a turn with the Elite Onyx Vipers, roll the 20-sided die. If you roll a 16 or higher, you may take another turn with the Elite Onyx Vipers.

Evasive 8

When an Elite Onyx Viper rolls defense dice against an attacking figure that is not adjacent, add 8 defense dice to the defending Viper.

Viper's Vengeance

Nerak *The Glacian Snow Rider*

	50	
	Orc	<i>Move 8</i>
	Unique Hero	<i>Range 1</i>
	Champion	<i>Attack 3</i>
	Wild	<i>Defense 3</i>
<i>Utgarr</i>	Large 6	

Disengage

Nerak is never attacked when leaving an engagement.

Orc Defense Aura 1

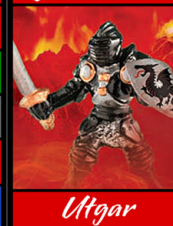

All orc figures you control within 4 clear sight spaces of Nerak add 1 to their defense dice. Nerak's Defense Aura does not affect Nerak.

Snow Strength

Add 1 to Nerak's Attack and Defense while on a snow space.

Nerak's Return

Sir Hawthorne

	90	
	Human	<i>Move 5</i>
	Unique Hero	<i>Range 1</i>
	Champion	<i>Attack 4</i>
	Relentless	<i>Defense 4</i>
<i>Utgarr</i>	Medium 5	

Blind Rage Special Attack



Range 1. Attack 3.
If Sir Hawthorne rolls at least 2 skulls with his Blind Rage Special Attack, Sir Hawthorne may attack again with his Blind Rage Special Attack. Sir Hawthorne may continue attacking with his Blind Rage Special Attack until he rolls fewer than 2 skulls.

Stab in the Back

After taking a turn with Sir Hawthorne, you must roll the 20-sided die. If you roll a 1, choose an opponent. That opponent now controls Sir Hawthorne. Remove any order markers on this Army Card, then give the card to that opponent.

Sir Hawthorne's Arrival

Master Win Chiu Woo

	140	
	Human	<i>Move 5</i>
	Unique Hero	<i>Range 1</i>
	Monk	<i>Attack 4</i>
	Disciplined	<i>Defense 4</i>
<i>Aquilla</i>	Medium 5	

Master's Influence

All Monk Squad figures you control may leap an additional 13 levels up or down when using their Stealth Leap special power. All Monks you control within 2 clear sight spaces of Master Woo add 1 to their attack dice and 1 to their defense dice.

Master's Assault



Master Woo may attack any or all figures adjacent to him. Roll each attack separately.

Stealth Leap 25

Instead of his normal move, Master Woo may use Stealth Leap 25. Stealth Leap 25 has a move of 3. When counting spaces for Stealth Leap 25, ignore elevations. Master Woo may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Master Woo may not leap more than 25 levels up or down in a single leap. If Master Woo is engaged when he starts his Stealth Leap 25, he will not take any leaving engagement attacks.

The Master's Arrival

Agent Skahen

	120	
	Human	<i>Move 6</i>
	Unique Hero	<i>Range 7</i>
	Agent	<i>Attack 3</i>
	Tricky	<i>Defense 3</i>
<i>Vydar</i>	Medium 4	

Double Attack

When Agent Skahen attacks, she may attack one additional time.

Cover Fire

When attacking an opponents figure, if Agent Skahen inflicts one or more wounds, you may move one Tricky figure you control who follows Vydar and is within 8 clear sight spaces of Agent Skahen up to 4 spaces. You cannot use Cover Fire to move Agent Skahen.

Stealth Dodge

When Agent Skahen rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.

Skahen's Rescue

Wo-Sa-Ga

	135	
	Marro	<i>Move 6</i>
	Unique Hero	<i>Range 1</i>
	Hivelord	<i>Attack 6</i>
	Terrifying	<i>Defense 4</i>
<i>Utgarr</i>	Huge 10	

Coil Crush



When attacking a small, medium or large figure, if Wo-Sa-Ga inflicts at least 2 wounds, roll the 20-sided die. If you roll a 15 or higher, destroy the defending figure.

Slither

Wo-Sa-Ga does not have to stop her movement when entering water spaces.

Aquilla's Alliance

Otonashi

	10	
	Human	<i>Move 6</i>
	Unique Hero	<i>Range 1</i>
	Ninja	<i>Attack 2</i>
	Tricky	<i>Defense 3</i>
<i>Vydar</i>	Medium 4	

Tricky Speed 4

If Otonashi starts her turn adjacent to any figure you control who has a Tricky personality, she may move 4 additional spaces.

Phantom Walk

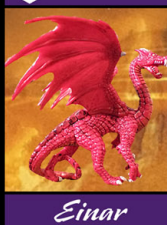

Otonashi can move through all figures and is never attacked when leaving an engagement.

Attack the Wild 2

When attacking a figure who has a wild personality, Otonashi rolls 2 additional attack dice.

Defenders of Kinsland

Zelrig

	185	
	Dragon	<i>Move 6</i>
	Unique Hero	<i>Range 1</i>
	Emperor	<i>Attack 4</i>
	Disciplined	<i>Defense 4</i>
<i>Einar</i>	Huge 11	

Majestic Fires Special Attack



Range 7. Attack 3.
Choose a figure to attack. Any figures adjacent to the targeted figure are also affected by Majestic Fires Special Attack. Common Squad figures roll 2 less defense dice against Majestic Fires Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Zelrig cannot be affected by his own Majestic Fires Special Attack.

Flying

When counting spaces for Zelrig's movement, ignore elevations. Zelrig may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Zelrig starts to fly, if he is engaged he will take any leaving engagement attacks.

Aquilla's Alliance

Marro Hive

	160	
	Marro	<i>Move 0</i>
	Unique Hero	<i>Range 1</i>
	Hive	<i>Attack 1</i>
	Terrifying	<i>Defense 2</i>
<i>Utgarr</i>	Huge 17	

Hive Mind

After revealing an order marker on this Army Card, you may take a turn with any small or medium common Marro Squad you control before taking a turn with Marro Hive. Any figure that is taking a turn must be within 12 clear sight spaces of Marro Hive, prior to its movement.

Marro Rebirth

After taking a turn with Marro Hive, you may roll the 20-sided die. If you roll a 13 or higher, you may place any previously destroyed common Marro Squad figure from your army on an empty space adjacent to Marro Hive.

Swarm of the Marro

Marrden Nagrubs

	30	 Life 1
Nagrubs	Move 6	
Common Squad	Range 1	
Guards	Attack 2	
Loyal	Defense 2	
Utgarr	Small 3	

Hivelord Bonding



Before taking a turn with Marrden Nagrubs, you may first take a turn with any Hivelord you control. Before moving the chosen Hivelord, you may destroy one adjacent Marrden Nagrub you control. If you destroy a Marrden Nagrub with Hivelord Life Bonding, remove 1 wound marker from the chosen Hivelord's Army Card.

Climb X2

When moving up or down levels of terrain, Marrden Nagrubs may double their Height.

Swarm of the Marro

Marro Stingers



	60	 Life 1
Marro	Move 5	
Common Squad	Range 5	
Stingers	Attack 3	
Wild	Defense 3	
Utgarr	Medium 4	

Stinger Drain

After moving and before attacking, you may roll the 20-sided die. If you roll a 1-4, you must destroy a Marro Stinger you control and you cannot attack this turn. If you roll a 5-9, add 0 to the attack value of this card. If you roll a 10 or higher, add 1 to the attack value of this card.

Swarm of the Marro

Marro Drudge

	50	 Life 1
Marro	Move 5	
Common Squad	Range 5	
Hunters	Attack 2	
Wild	Defense 2	
Utgarr	Medium 4	

Swamp Water Strength

When a Marro Drudge is on a swamp water space, add 1 to its attack and defense.

Swamp Water Tunnel

If a Marro Drudge ends its normal movement on a swamp water space, you may immediately place it on any empty same-level swamp water space within 5 spaces. If a Marro Drudge is engaged when it starts to tunnel, it will take any leaving engagement attacks.

Swarm of the Marro

Kyntela Gwyn



	20	 Life 2
Elf	Move 5	
Unique Hero	Range 1	
Wizard	Attack 2	
Valiant	Defense 2	
Ullar	Medium 4	

Strength of Oak Aura 1

All friendly Elves adjacent to Kyntela Gwyn add 1 to their defense dice.

Fields of Valor

Tor-Kul-Na



	220	 Life 6
Marro	Move 6	
Unique Hero	Range 1	
Hivelord	Attack 6	
Terrifying	Defense 5	
Utgarr	Huge 11	

Trample Stomp

At any point while moving, Tor-Kul-Na may choose a small or medium figure that is adjacent, on the same level, and on a space where Tor-Kul-Na may end his movement. Roll the 20-sided die. If you roll 1-7, the figure is safe and Tor-Kul-Na's movement ends. If you roll 8-20, the chosen figure receives one wound. If the wound destroys the figure, move Tor-Kul-Na onto the space occupied, and you may continue Tor-Kul-Na's movement. If the chosen figure is not destroyed, Tor-Kul-Na's movement ends. Tor-Kul-Na must be on a space where he can end movement each time he uses this power.

Swarm of the Marro

Shiori

	60	 Life 3
Human	Move 6	
Unique Hero	Range 1	
Ninja	Attack 3	
Tricky	Defense 3	
Einar	Medium 4	

Concentrated Will

If Shiori has only one unrevealed order marker on her Army Card, add 1 to her attack and defense.

Phantom Walk



Shiori can move through all figures and is never attacked when leaving an engagement.

Shuriken Special Attack

Range 5. Attack Special. If Shiori is attacking a small or medium figure, roll 3 attack dice for Shuriken Special Attack. If Shiori is attacking a figure of a different size or a destructible object, roll 2 attack dice for Shuriken Special Attack.

Swarm of the Marro

Major Q10

	150	 Life 4
Soulborg	Move 5	
Unique Hero	Range 8	
Major	Attack 4	
Merciful	Defense 5	
Vydar	Large 6	

Machine Pistol Special Attack



Range 7. Attack 2. Major Q10 may use this special attack 4 times in the same turn. Q10 may target the same figure or a different figure with each attack.

Wrist Rocket Special Attack

Range 4. Attack 4. Major Q10 may use this special attack 2 times in the same turn. Q10 may target the same figure or a different figure with each attack.

Swarm of the Marro

Sonlen

	160	 Life 6
Elf	Move 5	
Unique Hero	Range 6	
Archmage	Attack 4	
Tricky	Defense 3	
Ullar	Medium 5	

Dragon Healing


Before moving, you may choose a wounded Hero figure within 4 clear sight spaces of Sonlen. Roll the 20-sided die. If you roll a 15 or higher, remove one wound marker from the chosen Hero's Army Card. Sonlen's Dragon can use its Dragon Healing on Sonlen.

Dragon Swoop

After moving and before attacking, you may choose any figure within 4 clear sight spaces of Sonlen. Roll the 20-sided die. If you roll a 15 or higher, the chosen figure receives one wound.

Swarm of the Marro

Raelin *The Kyrie Warrior*

	120	 Life 5
Kyrie	Move 6	
Unique Hero	Range 1	
Warrior	Attack 3	
Resolute	Defense 3	
Jandar	Medium 5	

Whirlwind Assault

Raelin may attack any or all figures adjacent to her. Roll each attack separately.

Extend Defensive Aura



All figures you control within 6 clear sight spaces of Raelin add 1 to their defense dice. Raelin's Extended Defensive Aura does not affect Raelin.

Flying

When counting spaces for Raelin's movement, ignore elevations. Raelin may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Raelin starts to fly, if she is engaged she will take any leaving engagement attacks.

Swarm of the Marro

Sgt. Drake Alexander

	170	 Life 6
	Human	Move 6
	Unique Hero	Range 1
	Soldier	Attack 6
	Valiant	Defense 4
Jandar	Medium 5	

Thorian Speed

Opponents' figures must be adjacent to Sgt. Drake Alexander to attack him with a normal attack.

Grapple Arm

Instead of his normal move, Sgt. Drake Alexander may use his Grapple Arm. Grapple Arm has a move of 4. When counting spaces for Grapple Arm, ignore elevations. Drake may grapple over water without stopping, over figures without becoming engaged, and over obstacles such as ruins. Drake may not grapple more than 45 levels up or down in a single Grapple Arm move. If Drake is engaged when he starts his Grapple Arm move, he will take any leaving engagement attacks.



Pistol Fire Special Attack

Range 5. Attack 3.

Drake may not use Pistol Fire Special Attack to attack a figure who follows Jandar.

Swarm of the Marro

Ashigaru Harquebus



	60	 Life 1
	Human	Move 5
	Common Squad	Range 6
	Ashigaru	Attack 2
	Disciplined	Defense 1
Einar	Medium 5	

Wait then fire

If none of the Ashigaru Harquebus move this turn, add 1 die to their attack.

Fields of Valor

Ashigaru Yari

	40	 Life 1
	Human	Move 5
	Common Squad	Range 1
	Ashigaru	Attack 2
	Disciplined	Defense 1
Einar	Medium 5	



Encircle Special Attack

Range 1. Attack 6.

If 3 Ashigaru Yari you control are adjacent to the same enemy figure, they may roll their attack dice as one combined attack. The defending figure compares height to the lowest Ashigaru Yari to determine any height advantage. If Encircle Special Attack is used, the 4th figure that moved this turn cannot attack.

Fields of Valor

Cyprien Esenwein

	150	 Life 6
	Undead	Move 8
	Unique Hero	Range 1
	Lord	Attack 3
	Terrifying	Defense 4
Utgard	Medium 4	

Life Drain

Each time Cyprien Esenwein destroys a figure, you may remove a wound marker from this Army Card. Cyprien Esenwein cannot Life Drain destructible objects.

Chilling Touch

After moving and before attacking, Cyprien Esenwein may attempt a Chilling Touch. To do this, choose a figure adjacent to Cyprien Esenwein and roll the 20-sided die.

- If you roll 1-12, nothing happens.
- If you roll 13-15, the chosen figure receives 1 wound.
- If you roll 16-17, the chosen figure receives 2 wounds.
- If you roll 18-19, the chosen figure receives 3 wounds.
- If you roll a 20 or higher, the chosen figure receives 6 wounds.



Cyprien Esenwein's Chilling Touch does not affect Soulborgs or destructible objects.

Stealth Flying

When counting spaces for Cyprien Esenwein's movement, ignore elevations. Cyprien Esenwein may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Cyprien Esenwein starts to fly, if he is engaged he will not take any leaving engagement attacks.

Fields of Valor

Isamu

	10	 Life 1
	Human	Move 6
	Unique Hero	Range 1
	Ninja	Attack 3
	Disciplined	Defense 1
Utgard	Medium 4	

Vanish 9

If Isamu is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1-8, roll defense dice normally. If you roll a 9 or higher, Isamu takes no damage and may immediately move up to 4 spaces. Isamu can vanish only if he ends his vanishing move not adjacent to any enemy figures.

Phantom Walk



Isamu can move through all figures and is never attacked when leaving an engagement.

Dishonorable Attack

When attacking a figure who follows Jandar, Isamu rolls 2 additional attack dice.

Fields of Valor

Iskra Esenwein

	50	 Life 4
	Undead	Move 6
	Unique Hero	Range 1
	Duchess	Attack 3
	Terrifying	Defense 3
Utgard	Medium 4	

Life Drain

Each time Iskra Esenwein destroys a figure, you may remove a wound marker from this Army Card. Iskra Esenwein cannot Life Drain destructible objects.

Summon the Rechets of Bogdan


After taking a turn with Iskra Esenwein, you may attempt to summon the Rechets of Bogdan if they are in your army and they have not yet been successfully summoned. Roll the 20-sided die. If you roll a 14 or higher, you must place all 3 Rechets of Bogdan on empty spaces within 6 clear sight spaces of Iskra Esenwein. Any Rechets of Bogdan that you cannot place on the battlefield are immediately destroyed and cannot be summoned again. When the Rechets of Bogdan are summoned, you may immediately take a turn with them.

Flying

When counting spaces for Iskra Esenwein's movement, ignore elevations. Iskra Esenwein may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Iskra Esenwein starts to fly, if she is engaged she will take any leaving engagement attacks.

Fields of Valor

Gurei-Oni

	100	 Life 4
	Ogre	Move 5
	Unique Hero	Range 1
	Guard	Attack 4
	Tormenting	Defense 4
Einar	Large 7	

Evil Eye Defense

When rolling defense dice against a normal attack from a non-adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.



Tetsubo Special Attack

Range 1. Attack 3.

Choose a figure to attack. You may also choose one figure adjacent to the targeted figure to be affected by the Tetsubo Special Attack as well. Roll attack dice once for both figures. Each figure rolls defense dice separately.

Aquilla's Alliance

Marcu Esenwein

	20	 Life 6
	Undead	Move 7
	Unique Hero	Range 1
	Devourer	Attack 4
	Terrifying	Defense 1
Utgard	Medium 4	

Life Drain

Each time Marcu Esenwein destroys a figure, you may remove a wound marker from this Army Card. Marcu Esenwein cannot Life Drain destructible objects.

Eternal Hatred



After revealing an order marker on this card, you must roll the 20-sided die. If you roll a 17 or higher, choose an opponent. That opponent will now control Marcu Esenwein for the remainder of your turn, but will not be able to view any unrevealed order markers on his card. At the end of that turn, control of Marcu returns to you. All order markers and figures that were on Marcu's Army Card will stay on his Army Card.

Flying

When counting spaces for Marcu Esenwein's movement, ignore elevations. Marcu Esenwein may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Marcu Esenwein starts to fly, if he is engaged he will take any leaving engagement attacks.

Fields of Valor

Rechets of Bogdan

	50	 Life 1
	Undead	Move 6
	Unique Squad	Range 1
	Devourer	Attack 3
	Terrifying	Defense 3
Utgard	Medium 4	

Iskra's Summoning

Rechets of Bogdan do not start the game on the battlefield. They must be summoned onto the battlefield by Iskra Esenwein.

Lethal Sting







When rolling attack dice against a small or medium figure, if a Rechet of Bogdan rolls a skull on every die, the defending figure cannot roll any defense dice and is immediately destroyed.

Flying

When counting spaces for Rechets of Bogdan's movement, ignore elevations. Rechets of Bogdan may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Rechet of Bogdan starts to fly, if he is engaged he will take any leaving engagement attacks.

Fields of Valor

Sonya Esenwein

	45	 Life 3
	Undead	 Move 6
	Unique Hero	 Range 1
	Lady	 Attack 3
	Terrifying	 Defense 3
Utgarr	Medium 4	

Life Drain

Each time Sonya Esenwein destroys a figure, you may remove a wound marker from this Army Card. Sonya Esenwein cannot Life Drain destructible objects.

Eternal Strength

Anytime you roll the 20-sided die for Cyprien Esenwein's Chilling Touch, you may add 2 to your die roll.

Eternal Heartbreak






If you control Cyprien Esenwein and he is destroyed, Sonya Esenwein immediately receives 2 wounds.

Flying

When counting spaces for Sonya Esenwein's movement, ignore elevations. Sonya Esenwein may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Sonya Esenwein starts to fly, if she is engaged she will take any leaving engagement attacks.

Fields of Valor

Templar Calvary

	120	 Life 1
	Human	 Move 8
	Common Squad	 Range 1
	Knights	 Attack 3
	Valiant	 Defense 3
Jandar	Large 6	

Galloping Charge

A Templar Cavalry Knight receives 2 additional attack dice when attacking any figure that was at least 4 clear sight spaces away from that Knight at the start of his turn.

Dismiss The Rabble







When rolling defense dice against adjacent attacking small or medium Squad figures, Templar Cavalry Knights receive 1 additional defense die.

Righteous Smite

When attacking an opponent's figure who follows Utgar, Templar Cavalry Knights receive 1 additional attack die.

Fields of Valor

Warden 816

	90	 Life 2
	Soulborg	 Move 5
	Unique Hero	 Range 7
	Warden	 Attack 3
	Tricky	 Defense 6
Utgarr	Medium 4	

Evisceraxe Special Attack Range 1. Attack 5.







The Evisceraxe Special Attack cannot be used on small figures.

Guard Leadership

All Guards you control move one additional space.

Fields of Valor

Sir Dupuis

	150	 Life 6
	Human	 Move 8
	Unique Hero	 Range 1
	Knight	 Attack 4
	Valiant	 Defense 3
Jandar	Large 6	

Knight's Courage

Add 1 to Sir Dupuis attack dice for every Knight you control within 4 clear sight spaces of Sir Dupuis up to a maximum of +3 dice.

Tactical Disengagement 7

When Sir Dupuis receives one or more wounds from a leaving engagement attack, immediately roll the 20 sided die. If you roll a 7 or higher, ignore any wounds from that leaving engagement attack.

Chalice of Fortitude

If Sir Dupuis has 4 or more wounds on his army card, add 1 to his defense dice.

Defenders of Kinsland

Ulginesh

	150	 Life 5
	Elf	 Move 7
	Unique Hero	 Range 6
	Wizard	 Attack 3
	Tricky	 Defense 3
Ullar	Large 6	

Mind Link



Instead of taking a turn with Ulginesh, you may take a turn with up to 2 different Elf wizards you control. Ulginesh cannot be one of the 2 Elf wizards. Any Elf Wizard that is taking a turn instead of Ulginesh must be within 6 clear sight spaces of Ulginesh before moving.

Flying

When counting spaces for Ulginesh's movement, ignore elevations. Ulginesh may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Ulginesh starts to fly, if he is engaged he will take any leaving engagement attacks.

Defenders of Kinsland

Kato Katsuro

	200	 Life 5
	Human	 Move 6
	Unique Hero	 Range 1
	Daimyo	 Attack 4
	Disciplined	 Defense 4
Einar	Medium 5	

Kato Katsuro's Command

Instead of taking a turn with Kato Katsuro, you may take a turn with one of the following that you control:

1 Samurai Hero or

1 Samurai Squad or



1 Ashigaru Harquebus and/or
1 Ashigaru Yari squad.

You may choose which squad to activate first.

Any figure in the above list that is taking a turn instead of Kato Katsuro must be within clear sight of Kato Katsuro before moving.

Defenders of Kinsland

Fyorlag Spiders

	40	 Life 1
	Arachnids	 Move 7
	Common Squad	 Range 1
	Scouts	 Attack 2
	Wild	 Defense 2
Aquilla	Small 2	

Climb x3

When moving up or down levels of terrain, Fyorlag Spiders may triple their height.

Entangling Web







After moving and before attacking, you may choose any one small or medium opponent's figure that is engaged with at least three Fyorlag Spiders that you control. Roll the 20-sided die. If you roll a 16 or higher, remove one unrevealed order marker at random from the chosen figure's Army Card (or cards if your opponent has more than one Common Army Card for that figure).

Predator Bonding

Before taking a turn with Fyorlag Spiders, you may first take a turn with any Predator you control.

Ticalla Jungle

Sujoah

	185	 Life 6
	Insect	 Move 8
	Unique Hero	 Range 1
	Predator	 Attack 4
	Relentless	 Defense 4
Aquilla	Huge 6	

Poison Sting Special Attack Range 1. Attack 4.

If Sujoah inflicts at least 1 wound with Poison Sting Special Attack, roll the 20 sided die for Poison Damage. If you roll 1-9, the defending figure received no additional wounds for Poison Damage. If you roll 10-19 add 1 additional wound marker to the defending figure's Army Card, and roll again for poison damage. If you roll a 20, destroy the defending figure.

Flying

When counting spaces for Sujoah's movement, ignore elevations. Sujoah may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Sujoah starts to fly, if he is engaged he will take any leaving engagement attacks.

Aquilla's Alliance

Grok Riders

	130	 Life 1
	Marro	 Move 7
	Common Squad	 Range 1
	Hunters	 Attack 3
	Menacing	 Defense 3
Utgarr	Large 5	

Marro Warlord Bonding

Before taking a turn with Grok Riders, you may first take a turn with any Marro Warlord you control.

Mark of the Warlord

When attacking a figure that is adjacent to any Marro Warlord you control, Grok Riders add 2 to their attack dice.

Grok Training

Marro Hive cannot rebirth Grok Riders with its Marro rebirth special power.

Defenders of Kinsland

Wolves of Badru

	80	Life 1
	Wolves	Move 6
	Common Squad	Range 1
	Hunters	Attack 3
	Relentless	Defense 3
Ullgar	Small 3	

Darklord Bonding

Before taking a turn with the Wolves of Badru, you may first take a turn with any Darklord you control.

Climb 2x

When moving up or down levels of terrain, Wolves of Badru may double their height.

Pounce Special Attack

Range 3. Attack 5

A Wolf of Badru that moved but did not attack normally may use Pounce Special Attack. To pounce, choose a non-adjacent small or medium figure whose base is not higher or lower than 5 levels from the base of the attacking Wolf. If the figure is destroyed, immediately place the attacking Wolf on the space the figure occupied. If the figure is not destroyed, destroy the attacking Wolf.

Defenders of Kinsland

Zetacron

	60	Life 2
	Soulborg	Move 5
	Unique Hero	Range 8
	Scout	Attack 2
	Precise	Defense 4
Jandar	Large 7	

Deadly Shot

When attacking with Zetacron, each skull rolled counts for one additional hit.

Aquila's Alliance

10th Regiment of Foot

	75	Life 1
	Human	Move 5
	Common Squad	Range 6
	Soldiers	Attack 2
	Disciplined	Defense 2
Einar	Medium 5	

Wait Then Fire

If none of the 10th Regiment of Foot move this turn, add 1 to their attack.

Melee Defense 1

When rolling defense dice against a normal attack from an adjacent figure, a Soldier in the 10th Regiment of Foot adds 1 to his defense dice.

Bayonet Attack 1

When rolling attack dice against an adjacent figure, a Soldier in the 10th Regiment of Foot adds 1 to his attack dice. A Soldier in the 10th Regiment of Foot can only use Bayonet Attack if he moved at least one space this turn.

Defenders of Kinsland

Arkmer

	50	Life 3
	Elf	Move 5
	Unique Hero	Range 5
	Wizard	Attack 4
	Tricky	Defense 2
Ullar	Medium 5	

Staff of Lerkintin

When defending with Arkmer, add as many defense dice as the number of Elves you control adjacent to Arkmer.

Engagement Strike 13

If an opponent's small or medium figure moves adjacent to Arkmer, roll the 20-sided die. If you roll a 13 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with Arkmer.

Defenders of Kinsland

Moriko

	110	Life 4
	Human	Move 6
	Unique Hero	Range 1
	Ninja	Attack 4
	Disciplined	Defense 4
Ullar	Medium 4	

Phantom Walk

Moriko can move through all figures and is never attacked when leaving an engagement.

Saber Storm Special Attack

Range 1. Attack 1, 2 or 3.

Moriko starts each turn with 6 attack dice. Choose any adjacent figure and attack by rolling 1, 2 or 3 attack dice. Moriko may keep making special attacks with 1, 2 or 3 attack dice until she has rolled all 6 attack dice. Moriko may target the same or different figures with each attack.

Defenders of Kinsland

Jorhdawn

	100	Life 6
	Elf	Move 5
	Unique Hero	Range 1
	Wizard	Attack 3
	Valiant	Defense 2
Ullar	Medium 4	

Rain of Flame Special Attack

Range 7. Attack 1 + Special.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Rain of Flame Special Attack. Add 1 to Jorhdawn's attack dice for every Elf Wizard you control within 3 clear site spaces of Jorhdawn, up to a maximum of +3 dice. Roll attack dice once for all affected figures. Each affected figure rolls defense dice separately. Jorhdawn cannot be affected by her own Rain of Flame Special Attack.

Defenders of Kinsland

Emirroon

	80	Life 5
	Elf	Move 5
	Unique Hero	Range 1
	Wizard	Attack 3
	Tricky	Defense 3
Ullar	Medium 5	

Elven Summoning Spell

After moving and before attacking, you may roll the 20-sided die. Add the number of Elves you control adjacent to Emirroon to your die roll.

If you roll 1-4, nothing happens.

If you roll 5-11, you may place 1 Elf you control adjacent to Emirroon.

If you roll 12-17, you may place up to 2 Elves you control adjacent to Emirroon.

If you roll 18-20, you may place up to 3 Elves you control adjacent to Emirroon.

If the summoned Elves are engaged, they will not take any leaving engagement attacks. Emirroon cannot summon an Elf that he is already adjacent to.

Defenders of Kinsland

Chardris

	90	Life 6
	Elf	Move 5
	Unique Hero	Range 1
	Wizard	Attack 3
	Valiant	Defense 2
Ullar	Medium 5	

Fire Strike Special Attack

Range 6. Attack 2 + Special.

When Chardris attacks with Fire Strike Special Attack, add 1 to Chardris' attack dice for every additional Elf Wizard you control within 3 clear sight spaces of Chardris, up to a maximum of +3 dice.

Defenders of Kinsland

Omnicron Repulsors

	40	Life 1
	Soulborg	Move 5
	Common Squad	Range 7
	Repulsors	Attack 1
	Precise	Defense 3
Jandar	Small 3	

Circuitry Overload

After moving and before attacking, you must roll the 20-sided die once for each Soulborg figure adjacent to any Omnicron Repulsors you control. If the figure is a Squad figure and you roll a 13 or higher, destroy that figure. If the figure is a Hero figure and you roll a 16 or higher, that figure receives a wound. Omnicron Repulsors are not affected by Circuitry Overload.

Targeting Beacon

When attacking a non-adjacent figure, all Soulborg figures you control who follow Jandar add 1 die to their attack if at least one Omnicron Repulsor you control is adjacent to the defending figure.

EMP Response

If an Omnicron Repulsor you control successfully defends against an attack by a Soulborg Figure, you must roll the 20-sided die. If you roll a 14 or higher, the attacking figure must immediately end its turn and all order markers must be removed from its Army Card (or cards if your opponent has more than one Common Army Card for that figure).

Blackmoon's Siege

Brave Arrow

	50	Life 4
	Human	Move 5
	Unique Hero	Range 1
	Tribesman	Attack 4
	Fearsome	Defense 3
<i>Aquilla</i>	Medium 5	

Tracking

While moving, Brave Arrow may add 2 to his move number. If he does, he cannot attack this turn.

Scout Melee Attack Enhancement

All friendly Scouts adjacent to Brave Arrow receive an additional attack die when attacking a figure adjacent to them.

Concealment 10

If Brave Arrow is targeted and receives one or more wounds from an attacking figure who is not adjacent, you must roll the 20-sided die. Count the minimum number of spaces between the attacker and Brave Arrow. Add this number to your die roll. If you roll a 10 or higher, ignore any wounds Brave Arrow just received.

Blackmoon's Siege

Mohican River Tribe

	70	Life 1
	Human	Move 5
	Common Squad	Range 6
	Scouts	Attack 2
	Fearsome	Defense 1
<i>Aquilla</i>	Medium 5	

Battle Fury

If a Mohican River Tribesman is engaged, add 1 to his attack dice and 2 to his defense dice.

War Cry

After taking a turn with the Mohican River Tribe, if at least two Mohican River Tribesman you control are engaged, you may immediately take a turn with one Unique Tribesman Hero you control.

Concealment 19

If a Mohican River Tribesman you control is targeted and receives one or more wounds from an attacking figure who is not adjacent, you must roll the 20-sided die. Count the minimum number of spaces between the attacker and the Mohican River Tribesman. Add this number to your die roll. If you roll a 19 or higher, ignore any wounds the Mohican River Tribesman just received.

Blackmoon's Siege

Tul-Bak-Ra

	130	Life 6
	Marro	Move 5
	Unique Hero	Range 1
	Overlord	Attack 4
	Terrifying	Defense 4
<i>Utgarr</i>	Medium 5	

Mind Blast Special Attack

Range 3. Attack 3.

Tul-Bak-Ra does not need clear line of sight to attack with Mind Blast Special Attack.

Teleportation

Instead of moving Tul-Bak-Ra normally, you may choose any empty space that is on the same level and within 10 spaces of Tul-Bak-Ra. Place Tul-Bak-Ra on the chosen space. When Tul-Bak-Ra starts to Teleport, if he is engaged he will not take any leaving engagement attacks.

Teleport Reinforcements

When Tul-Bak-Ra receives one or more wounds from an opposing figure's Normal or Special Attack but is not destroyed, you may choose one friendly Marro Squad figure for every wound Tul-Bak-Ra just received. Place the chosen figure(s) on any empty space(s) adjacent to Tul-Bak-Ra. If the teleported figure(s) are engaged, they will not take any leaving engagement attacks.

Blackmoon's Siege

Marro Dividers

	50	Life 1
	Marro	Move 5
	Common Squad	Range 1
	Dividers	Attack 3
	Wild	Defense 3
<i>Utgarr</i>	Medium 4	

Cell Divide

When a Marro Divider you control receives one or more wounds from a Normal or Special Attack by an opponent's figure, you may roll the 20-sided die before removing that figure. If you roll a 17 or higher, ignore any wounds that figure just received and, if possible, place one of your previously destroyed Marro Dividers on a same-level space adjacent to the defending Marro Divider.

Self-replicating

Marro Hive cannot rebirth Marro Dividers with its Marro Rebirth special power.

Blackmoon's Siege

Migol Ironwill

	110	Life 5
	Dwarf	Move 5
	Unique Hero	Range 1
	Leader	Attack 2
	Resolute	Defense 4
<i>Aquilla</i>	Small 3	

Deadly Strike

When attacking with Migol Ironwill, each skull rolled counts as one additional hit.

One Shield Defense

When rolling defense dice, if Migol Ironwill rolls at least one shield, the most wounds Migol Ironwill can take for this attack is one.

Climb X2

When moving up or down levels of terrain, Migol Ironwill may double his Height.

Blackmoon's Siege

The Axegrinders of Burning Forge

	70	Life 1
	Dwarves	Move 4
	Common Squad	Range 1
	Fighters	Attack 3
	Fearless	Defense 3
<i>Aquilla</i>	Small 3	

Dwarven Strategic Bonding

Before taking a turn with The Axegrinders of Burning Forge, you may first take a turn with any Dwarf Hero you control. If you do not take a turn with any Dwarf Hero you control, add 2 to the Axegrinder's move number.

Fearless Advantage

An Axegrinder of Burning Forge rolls an additional die when attacking or defending against large or huge figures.

Climb X2

When moving up or down levels of terrain, The Axegrinders of Burning Forge may double their Height.

Blackmoon's Siege

Atlaga *The Kyrie Warrior*

	90	Life 4
	Kyrie	Move 5
	Unique Hero	Range 5
	Warrior	Attack 4
	Confident	Defense 3
<i>Ullar</i>	Medium 6	

Kyrie Leadership

All Kyrie you control, except Atlaga, move one additional space.

Ullar's Bolt Of The Witherwood

After moving and before attacking with Atlaga, you may choose any opponent's figure within 5 clear site spaces of Atlaga. Roll the 20-sided die. If you roll a 1-15, nothing happens. If you roll a 16 or higher, the chosen figure is destroyed. Atlaga may attempt to use this power only once per game.

Flying

When counting spaces for Atlaga's movement, ignore elevations. Atlaga may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Atlaga starts to fly, if he is engaged he will take any leaving engagement attacks.

Blackmoon's Siege

Protectors of Ullar

	110	Life 1
	Kyrie	Move 4
	Common Squad	Range 5
	Protectors	Attack 3
	Confident	Defense 3
<i>Ullar</i>	Medium 6	

Combined Arbalest

When attacking with a Protector of Ullar, roll 1 additional attack die for every wound that has been inflicted on the defending figure this turn by Protectors of Ullar you control.

Flying

When counting spaces for a Protector of Ullar's movement, ignore elevations. A Protector of Ullar may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Protector of Ullar starts to fly, if he is engaged he will take any leaving engagement attacks.

Blackmoon's Siege

Kumiko

	80	Life 3
	Human	Move 6
	Unique Hero	Range 1
	Ninja	Attack 3
	Tricky	Defense 5
<i>Jandar</i>	Medium 4	

Ninjutsu Barrage Special Attack

Range 1. Attack 3.

Instead of moving and attacking normally with Kumiko, you may move Kumiko up to 3 spaces. Kumiko can attack up to 3 times with Ninjutsu Barrage Special Attack at any point before, during, or after this move as long as Kumiko is on a space where she could end her movement. Kumiko cannot attack the same figure more than once on a single turn.

Phantom Walk

Kumiko can move through all figures and is never attacked when leaving an engagement.

Blackmoon's Siege

Capuan Gladiators

	70	 Life 1
	Human	 Move 5
	Common Squad	 Range 1
	Gladiators	 Attack 3
	Rebelious	 Defense 3
<i>Einar</i>	Medium 5	

Human Gladiator Hero Bonding






Before taking a turn with the Capuan Gladiators, you may first take a turn with any Human Gladiator Hero you control.

Initiative Advantage

If all of your order markers are on Gladiator Army Cards, you may add 1 to your initiative roll for every order marker on the Capuan Gladiator's Army Card, up to a maximum of +3 for Initiative Advantage.

Blackmoon's Siege

Granite Guardians

	100	 Life 1
	Elementars	 Move 3
	Common Squad	 Range 1
	Guards	 Attack 3
	Dauntless	 Defense 5
<i>Aquila</i>	Medium 5	

Rock Throw

If a Granite Guardian has a height advantage on an opponent's figure, it may add 2 to its range when attacking that figure.





Landslide

A Granite Guardian with a height advantage on an adjacent opponent's figure rolls an additional attack die when attacking that figure.

Gain High Ground

After taking a turn with Granite Guardians, you may move each Granite Guardian you control up to 1 space. This space may be up to 4 levels higher.

Quasatch Hunters

	100	 Life 1
	Quasatch	 Move 5
	Common Squad	 Range 1
	Hunters	 Attack 3
	Ferocious	 Defense 4
<i>Aquila</i>	Medium 5	

Feral Rage

When a Quasatch Hunter attacks, it may attack up to 2 additional times. A Quasatch Hunter cannot attack the same figure more than once per turn.







Techno Hatred

When attacking a Soulborg figure, Quasatch Hunters receive one additional attack die.

Jungle Tracking

If a Quasatch Hunter begins its turn adjacent to an Evergreen Tree or Jungle Piece, it may move 2 additional spaces.

Darrak Ambershard

	60	 Life 4
	Dwarf	 Move 5
	Unique Hero	 Range 1
	Rogue	 Attack 4
	Tricky	 Defense 2
<i>Aquila</i>	Medium 4	

Sneak Attack 2

If Darrak Ambershard is attacking an opponent's figure that is adjacent to at least one other figure you control, add 2 dice to Darrak Ambershard's attack.

Disarm Traps







When you roll the 20-sided die for a Treasure Glyph trap with Darrak Ambershard, you may add 4 to your die roll.

Hide In Darkness

If Darrak Ambershard is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die. If Darrak Ambershard is on a dungeon space, add 3 to your die roll. If he is on a shadow space, add 6 to your die roll. If you roll a 1-15, roll defense dice normally. If you roll a 16 or higher, ignore all damage that would be inflicted by the attack.

Battle for the Underdark

Feral Troll

	90	 Life 8
	Troll	 Move 5
	Uncommon Hero	 Range 1
	Hunter	 Attack 3
	Ferocious	 Defense 1
<i>Utgard</i>	Large 7	

Blood Frenzy







When attacking with this Feral Troll, it receives 1 extra attack die for each wound marker on the defending figure's Army Card, to a maximum of 3 additional attack dice for Blood Frenzy.

Regenerate

After taking a turn with this Feral Troll, remove 1 Wound Marker from this Feral Troll's Army Card.

Battle for the Underdark

Deepwyrms Drow

	70	 Life 1
	Drow	 Move 6
	Common Squad	 Range 1
	Warriors	 Attack 3
	Tricky	 Defense 3
<i>Utgard</i>	Medium 5	

Poison Weapons







Each time a Deepwyrms Drow attacks a small, medium or large Hero with a normal attack or a leaving engagement attack and inflicts at least 1 wound, roll the 20-sided die. If you roll a 1-11, nothing happens. If you roll a 12 or higher, add 1 additional wound to the defending figure.

Hide In Darkness

If a Deepwyrms Drow is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die. If that Deepwyrms Drow is on a dungeon space, add 3 to your die roll. If it is on a shadow space, add 6 to your die roll. If you roll a 1-15, roll defense dice normally. If you roll a 16 or higher, ignore all damage that would be inflicted by the attack.

Battle for the Underdark

Othkurik *The Black Dragon*

	140	 Life 5
	Dragon	 Move 6
	Unique Hero	 Range 1
	Young	 Attack 4
	Tricky	 Defense 3
<i>Utgard</i>	Large 6	

Acid Spray Special Attack

Range 4. Attack 4. Choose a figure to attack. You may also choose up to two other figures adjacent to the targeted figure to be affected by Acid Spray Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Lurking Ambush







If Othkurik starts his turn unengaged and on at least one shadow or swamp water space, for this turn add 1 to Othkurik's movement and add 3 to his Attack value.

Flying

When counting spaces for Othkurik's movement, ignore elevations. Othkurik may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Othkurik is engaged when he starts to fly, he will take any leaving engagement attacks.

Battle for the Underdark

Pelloth

	100	 Life 4
	Drow	 Move 6
	Unique Hero	 Range 5
	Arachnomancer	 Attack 3
	Devout	 Defense 3
<i>Utgard</i>	Medium 5	

Lolth's Wrath Special Attack







Range Special. Attack 3. Choose a Drow figure you control that is within 5 clear sight spaces of Pelloth and roll 3 attack dice. One at a time for each skull rolled, you may inflict 1 wound on any small or medium figure that is within 2 clear sight spaces of the chosen Drow figure. You may inflict more than 1 wound on a single figure using Lolth's Wrath Special Attack. Figures affected by Lolth's Wrath Special attack cannot roll any defense dice. After attacking with Lolth's Wrath Special Attack, destroy the chosen Drow figure.

Lurk In Shadows

If Pelloth is on a shadow space, opponent's figures must be adjacent to attack him with a normal attack.

Battle for the Underdark

Erevan Sunshadow

	80	 Life 5
	Eladrin	 Move 6
	Unique Hero	 Range 1
	Wizard	 Attack 2
	Precise	 Defense 2
<i>Jandar</i>	Medium 5	

Fire Blast Special Attack

Range 5. Attack Special. Each time you attack with Erevan Sunshadow's Fire Blast Special Attack, you may choose to roll 2, 3, or 4 attack dice. If a skull is rolled on every die, you may attack again with Erevan Sunshadow's Fire Blast Special Attack. You may continue attacking with Erevan Sunshadow's Fire Blast Special Attack until you do not roll a skull on every die.

Fey Step

Once per game, Erevan Sunshadow may use Fey Step. Before moving normally with Erevan Sunshadow, you may place him on any empty space within 5 spaces of his current location. If Erevan Sunshadow is engaged when he uses Fey Step, he will not take any leaving engagement attacks.

Battle for the Underdark



120	Life 7
Human	Move 5
Unique Hero	Range 5
Fighter	Attack 2
Disciplined	Defense 4
<i>Einar</i>	Medium 5

+2 Broadsword

If Tandros Kreele is attacking an adjacent figure, add 2 dice to Tandros Kreele's attack.


Cleave

When Tandros Kreele attacks an adjacent figure, you may choose one Squad figure that is also adjacent to Tandros Kreele. If the defending figure receives any wounds from Tandros Kreele's attack, the chosen figure receives 1 wound.

Combat Challenge

If an opponent's figure that is adjacent to Tandros Kreele attacks with a normal or special attack, it must attack Tandros Kreele.

Battle for the Underdark



100	Life 5
Human	Move 5
Unique Hero	Range 4
Cleric	Attack 2
Merciful	Defense 3
<i>Einar</i>	Medium 5

Turn Undead Special Attack

Turn Undead Special Attack can be used to attack only Undead figures.


Protection From Evil Aura

All small or medium figures you control within 3 clear sight spaces of Ana Karithon add 1 to their defense dice when rolling defense against an attack from a figure who follows Utgar. Ana Karithon's Protection from Evil Aura does not affect Ana Karithon.

Healing Word

After revealing an Order Marker on a wounded small or medium Hero figure you control that is adjacent to Ana Karithon, and before using any other special powers on any Army Card or Glyph, you may first roll the 20-sided die. If you roll a 1-12, nothing happens. If you roll a 13 or higher, remove up to 2 wound markers from that Hero's Army Card.

Battle for the Underdark



80	Life 4
Drow	Move 5
Unique Hero	Range 1
Arachnomancer	Attack 3
Tricky	Defense 3
<i>Utgar</i>	Medium 4

Venom Ray Special Attack

If Estivara inflicts at least 1 wound with Venom Ray Special Attack, roll the 20 sided die for venom damage. If you roll a 1-9, the defending figure receives no additional wounds for venom damage. If you roll a 10-19, add 1 additional wound marker to the defending figure's army card. If you roll a 20, destroy the defending figure.


Loth's Judgment Aura

All arachnid figures you control within 6 clear sight spaces roll 1 additional attack die when attacking normally.

Cloud of Darkness

After taking a turn with Estivara, you may roll the 20 sided die. If you roll a 16 or higher, while she remains on that space, Estivara has no visible hit zone until the next time you reveal an order marker.

Champions of the Forgotten Realms



130	Life 4
Elemental	Move 5
Uncommon Hero	Range 1
Construct	Attack 6
Dauntless	Defense 4
<i>Jandar</i>	Huge 8

Ice Cold

When a Greater Ice Elemental is on a water or ice space, that space and all same-level water spaces adjacent to that Greater Ice Elemental are considered normal ice spaces. Figures do not have to stop their movement on normal ice spaces.


Ice Spikes 15

If an opponent's figure is adjacent to this Greater Ice Elemental, roll the 20-sided die. If it is on at least one ice or snow space, add 2 to your die roll. If you roll a 15 or higher, the opponent's figure receives 1 wound. Figures can only be affected by ice spikes as they move into engagement with this Greater Ice Elemental.

Cold Healing

After taking a turn with this Greater Ice Elemental, if it is on at least 1 snow or ice space, remove 1 wound marker from this Greater Ice Elemental's army card.

Champions of the Forgotten Realms



25	Life 1
Drow	Move 6
Common Hero	Range 1
Guard	Attack 4
Wild	Defense 4
<i>Utgar</i>	Medium 4


Chain Grab

After moving and before attacking with a Drow Chainfighter, you may choose one opponent's small or medium figure within 3 clear sight spaces whose base is no more than 6 levels above that Drow Chainfighter's height (a total of 10 levels above the Drow Chainfighter's base) or 6 levels below that Drow Chainfighter's base. Roll the 20-sided die. If you roll a 9 or higher, place the chosen figure on any same-level space adjacent to that drow chainfighter. If the chosen figure is engaged when it is moved by chain grab, it will not take any leaving engagement attacks.

Hide in Darkness

If a Drow Chainfighter is attacked by a normal attack and at least 1 skull is rolled, roll the 20-sided die. If that Drow Chainfighter is on a dungeon space, add 3 to your die roll. If he is on a shadow space, add 6 to your die roll. If you roll a 1-15, roll defense normally. If you roll a 16 or higher, ignore all damage that would be inflicted by the attack.

Champions of the Forgotten Realms



60	Life 1
Lizardfolk	Move 6
Common Squad	Range 1
Warriors	Attack 2
Loyal	Defense 3
<i>Ullar</i>	Medium 5


Loyalty to the Lizard King

At the start of the game, choose a unique Lizardfolk hero you control, or a unique large or huge Dragon Hero you control, to be the Greenscale Warrior's Lizard King. A Greenscale warrior rolls 1 additional attack and defense die when its chosen lizard king is within 2 clear sight spaces. You can only choose 1 lizard king for all of the greenscale warriors you control.

Lizard King Bonding

Before taking a turn with the Greenscale warriors, you may first take a turn with their chosen Lizard King if it is still under your control.

Champions of the Forgotten Realms



100	Life 4
Wyvern	Move 7
Uncommon Hero	Range 1
Predator	Attack 4
Ferocious	Defense 4
<i>Aquilla</i>	Large 7

Talon Grab

While this Wyvern is flying, you may choose one opponent's small or medium figure that it passed over this turn. Place the chosen figure on an empty same level space adjacent to this Wyvern at the end of its move. If the chosen figure is engaged when it is moved by Talon Grab, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Talon Grab.


Venomous Sting

When rolling attack dice, if this Wyvern rolls a skull on every die, the defending figure cannot roll any defense dice. Venomous Sting does not affect destructible objects.

Flying

When counting spaces for a Wyvern's movement, ignore elevations. A Wyvern may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Wyvern is engaged when it starts to fly, it will take any leaving engagement attacks.

Champions of the Forgotten Realms



35	Life 1
Elemental	Move 4
Common Hero	Range 1
Construct	Attack 4
Fearless	Defense 4
<i>Einar</i>	Medium 5


Earth Slam Special Attack

Any non-flying figure adjacent to this Earth Elemental is affected by Earth Slam Special Attack, roll attack dice once for all affected figures. Each figure rolls defense separately.

Underground Movement

Instead of moving normally with an Earth Elemental, you may immediately place it on any empty non-water space within 4 spaces of that Earth Elemental and is no more than 1 level above the height of that Earth Elemental's height (total of 6 spaces up) or no more than 3 levels below that Earth Elemental's base. If an Earth Elemental is engaged when it starts its underground movement, it will take any leaving engagement attacks.

Champions of the Forgotten Realms



30	Life 1
Elemental	Move 5
Common Hero	Range 1
Construct	Attack 3
Relentless	Defense 3
<i>Jandar</i>	Medium 4

Swirling Vortex

When an opponent's small or medium figure moves onto a space within 2 clear sight spaces of an Air Elemental you control, that figure must end its move there. Figures can never move through any figure affected by Swirling Vortex.

Air Mastery

Figures that have flying or stealth flying special power subtract 1 from their defense dice when attacked by an Air Elemental.

Stealth Flying

When counting spaces for an Air Elemental's movement, ignore elevations. An Air Elemental may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If an Air Elemental is engaged when it starts to fly, it will not take any leaving engagement attacks.

Champions of the Forgotten Realms

Water Elemental

	30	 Life 1
	Elemental	Move 4
	Common Hero	Range 5
	Construct	Attack 3
	Resolute	Defense 4
<i>Aquilla</i>	Medium 4	

Water Mastery



While a Water Elemental is on a water space, add 1 to its attack and defense.

Water Tunnel

If a Water Elemental ends its normal movement on a water space, you may immediately place it on any empty same-level space within 5 spaces. If a Water Elemental is engaged when it starts its water tunnel, it will not take any leaving engagement attacks.

Champions of the Forgotten Realms

Fire Elemental

	35	 Life 1
	Elemental	Move 5
	Common Hero	Range 1
	Construct	Attack 4
	Mindless	Defense 4
<i>Utgarr</i>	Medium 4	

Lava Resistant

A Fire Elemental never rolls for molten lava damage or lava field damage, and it does not have to stop on molten lava spaces.

Searing Intensity



After moving and before attacking, you must roll the 20 sided die once for each figure adjacent to at least one Fire Elemental you control. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant Special Power are not affected by Searing Intensity.

Negative Element

A Fire Elemental can never roll defense dice while it is on a water space.

Champions of the Forgotten Realms

Fen Hydra

	120	 Life 4
	Hydra	Move 5
	Uncommon Hero	Range 1
	Marauder	Attack 4
	Ferocious	Defense 6
<i>Utgarr</i>	Huge 8	

Hydra Heads

When this Fen Hydra attacks, it may attack up to 4 times. Reduce the number of times this Fen Hydra can attack by one for each wound marker on this army card.

Reach



If an opponent's figure is within 2 spaces of this Fen Hydra, and its base is no more than 3 levels above this Fen Hydra's height (a total of 11 spaces above the base of the Hydra) or 3 levels below this Fen Hydra's base, this Fen Hydra may add 1 to its range when attacking that figure.

Slither

The Fen Hydra does not have to stop its movement when entering water spaces.

Champions of the Forgotten Realms

Sahuagin Raider

	25	 Life 1
	Sahuagin	Move 6
	Common Hero	Range 1
	Raider	Attack 2
	Ferocious	Defense 3
<i>Utgarr</i>	Medium 4	

Blood Frenzy



When attacking with a Sahuagin Raider, it receives one extra attack die for each wound on the defending figure's army card to a maximum of 3 additional attack dice for blood frenzy.

Amphibious

While a Sahuagin Raider is on a water space, add 2 to its defense. If a Sahuagin Raider starts its turn on a water space, add 1 to its movement for that turn. A Sahuagin Raider does not have to stop its movement when entering a water space.

Champions of the Forgotten Realms

Phantom Knights

	70	 Life 1
	Undead	Move 6
	Common Squad	Range 1
	Knights	Attack 3
	Tormented	Defense 4
<i>Utgarr</i>	Medium 5	

Insubstantial 3



A Phantom Knight adds 3 additional defense dice when rolling defense against an attack that is non-adjacent.

Stealth Flying

When counting spaces for a Phantom Knight's movement, ignore elevations. A Phantom Knight may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Phantom Knight is engaged when it starts to fly, it will not take any leaving engagement attacks.

Champions of the Forgotten Realms

Mogrimm Forgehammer

	120	 Life 6
	Dwarf	Move 5
	Unique Hero	Range 1
	Warlord	Attack 4
	Inspiring	Defense 2
<i>Aquilla</i>	Medium 4	

Combat Leader

If at least 1 order marker is on Mogrimm Forgehammer, you may add 3 to your initiative roll.

Commander's Strike



After moving and before attacking with Mogrimm Forgehammer, you may choose any opponent's figure within 5 clear sight spaces that is engaged with any other figure you control. Roll the 20-sided die. If you roll a 15 or higher, the chosen figure receives 1 wound.

Tough

When rolling defense dice against a normal attack, Mogrimm Forgehammer always adds 1 automatic shield to whatever is rolled.

Champions of the Forgotten Realms

Brandis Skyhunter

	90	 Life 5
	Half-Elf	Move 6
	Unique Hero	Range 5
	Ranger	Attack 3
	Precise	Defense 3
<i>Ullar</i>	Medium 5	

Sky Watcher

If Brandis Skyhunter is attacking a non-adjacent figure that has the flying or stealth flying special power, add 2 dice to Brandis Skyhunter's attack.

Archer's Glory

Each time Brandis Skyhunter destroys an opponent's non-adjacent unique hero, you may take another turn with Brandis Skyhunter.

Champions of the Forgotten Realms

Sharwin Wildborne

	110	 Life 5
	Eladrin	Move 6
	Unique Hero	Range 1
	Battle Mage	Attack 2
	Tricky	Defense 3
<i>Ullar</i>	Medium 5	

Arcane Bolt Special Attack

Range 5 + special, Attack 3.

The first target of Arcane Bolt must be within a range of 5. After attacking with Arcane Bolt special attack, if the defending figure receives at least 1 wound, you may choose a figure that was adjacent to the defending figure at the beginning of that attack and attack the chosen figure with Arcane Bolt Special Attack. You may continue in this manner until you fail to inflict a wound. A figure may not be attacked more than once in a turn with Arcane Bolt Special Attack.

Arcane Riposte



When Sharwin Wildborne rolls defense dice against a normal attack, all excess shields count as unblockable hits on the defending figure.

Shocking Grasp

When rolling attack dice for a normal attack, Sharwin Wildborne always adds 1 automatic skull to whatever is rolled.

Champions of the Forgotten Realms

Torin

	120	 Life 5
	Cyclops	Move 5
	Unique Hero	Range 1
	Hewer	Attack 4
	Terrifying	Defense 4
<i>Utgarr</i>	Large 7	

Battleaxe



If Torin is attacking a small or medium figure, add 2 dice to Torin's attack.

Evil Eye Protection

When Torin, or any friendly small or medium Utgar figure adjacent to Torin, rolls defence against a normal attack from a non-adjacent attacking figure, all excess shields count as unblockable hits inflicted by Torin on the attacking figure.

Champions of the Forgotten Realms

Rhogar Dragonspine

	110	 Life 6
Dragonborn	Move 5	
Unique Hero	Range 1	
Paladin	Attack 4	
Ferocious	Defense 4	
<i>Aquilla</i>	Medium 5	

Dragon Breath Special Attack

Range Special. Attack 3.



Choose 3 spaces in a straight line from Rhogar Dragonspine. All figures on those spaces that are in line of sight are affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Lay On Hands

After moving and before attacking with Rhogar Dragonspine, you may choose a wounded friendly Hero figure adjacent to Rhogar Dragonspine and roll the 20-sided die. If you roll a 6 or higher, remove 1 wound marker from the chosen figure's Army Card.

Warriors of Eberon

Shurrak

	160	 Life 6
Giant	Move 6	
Unique Hero	Range 1	
Warrior	Attack 5	
Militaristic	Defense 4	
<i>Utgarr</i>	Huge 8	

Sweeping Sword Special Attack

Range 1. Attack 5.

Choose a figure to attack. Any figures adjacent to both Shurrak and the chosen figure are also affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Knockback 14

When a small or medium figure rolls defense dice and is not destroyed by a normal or special attack from Shurrak, immediately roll the 20-sided die. If you roll a 14 or higher, you may knockback the figure by placing it on any empty space within 3 clear sight spaces of Shurrak. The space must be on the same level as or lower than its current location. A figure moved by knockback never takes any leaving engagement attacks. A non-flying figure moved lower by knockback can receive any falling damage that may apply.

Lava Resistant

Shurrak never rolls for molten lava damage or lava field damage and he does not have to stop on molten lava spaces.

Warriors of Eberon

Black Wyrmling

	30	 Life 1
Dragon	Move 6	
Common Hero	Range 1	
Wyrmling	Attack 3	
Wild	Defense 3	
<i>Vydar</i>	Small 3	

Fledgling Acid Breath

Instead of attacking with a Black Wyrmling, you may choose one small or medium figure within 4 clear sight spaces of it. Roll the 20-sided die. If you roll a 1-10, nothing happens. If you roll an 11-15, the chosen figure receives 1 wound. If you roll a 16 or higher, the chosen figure receives 2 wounds.

Wyrmling Bonding



After revealing an order mark on a Black Wyrmling Army Card, before taking that Black Wyrmling's turn, you may take a turn with one other Wyrmling you control.

Flying

When counting spaces for a Black Wyrmling's movement, ignore elevations. A Black Wyrmling may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Black Wyrmling is engaged when it starts to fly, it will take any leaving engagement attacks.

Warriors of Eberon

White Wyrmling

	30	 Life 1
Dragon	Move 6	
Common Hero	Range 1	
Wyrmling	Attack 3	
Ferocious	Defense 4	
<i>Jandar</i>	Small 3	

Fledgling Ice Shards Special Attack

Range 5. Attack 2.

When a White Wyrmling attacks with its Fledgling Ice Shards Special Attack, it may attack 1 additional time. It cannot attack the same figure more than once this turn.

Wyrmling Bonding


After revealing an order mark on a White Wyrmling Army Card, before taking that White Wyrmling's turn, you may take a turn with one other Wyrmling you control.

Flying

When counting spaces for a White Wyrmling's movement, ignore elevations. A White Wyrmling may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a White Wyrmling is engaged when it starts to fly, it will take any leaving engagement attacks.

Warriors of Eberon

Red Wyrmling

	30	 Life 1
Dragon	Move 5	
Common Hero	Range 1	
Wyrmling	Attack 3	
Disciplined	Defense 3	
<i>Einar</i>	Small 3	

Fledgling Fires Special Attack

Range 5. Attack 3.

Common Squad figures roll 2 fewer defense dice against Fledgling Fires Special Attack.

Wyrmling Bonding



After revealing an order mark on a Red Wyrmling Army Card, before taking that Red Wyrmling's turn, you may take a turn with one other Wyrmling you control.

Flying

When counting spaces for a Red Wyrmling's movement, ignore elevations. A Red Wyrmling may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Red Wyrmling is engaged when it starts to fly, it will take any leaving engagement attacks.

Warriors of Eberon

Blue Wyrmling

	35	 Life 1
Dragon	Move 5	
Common Hero	Range 1	
Wyrmling	Attack 4	
Precise	Defense 3	
<i>Aquilla</i>	Small 3	

Fledgling Lightning Breath Special Attack

Range 4 + Special. Attack 2.

Choose a figure to attack. You may also choose one other figure within 3 clear sight spaces of the targeted figure to be affected. Roll attack dice once for both figures. Each figure rolls defense dice separately. Fledgling Lightning Breath Special Attack does not affect destructible objects.

Wyrmling Bonding

After revealing an order mark on a Blue Wyrmling Army Card, before taking that Blue Wyrmling's turn, you may take a turn with one other Wyrmling you control.

Flying

When counting spaces for a Blue Wyrmling's movement, ignore elevations. A Blue Wyrmling may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Blue Wyrmling is engaged when it starts to fly, it will take any leaving engagement attacks.

Warriors of Eberon

Iron Golem

	100	 Life 3
Golem	Move 5	
Uncommon Hero	Range 1	
Construct	Attack 6	
Mindless	Defense 6	
<i>Vydar</i>	Large 7	

Iron Tough


When rolling defense dice against a special attack, this Iron Golem always adds 2 automatic shields to whatever is rolled.

Lava Resistant

This Iron Golem never rolls for molten field damage or lava field damage and it does not have to stop on molten lava spaces.

Warriors of Eberon

Ogre Warhulk

	150	 Life 8
Ogre	Move 5	
Uncommon Hero	Range 1	
Warhulk	Attack 5	
Wild	Defense 3	
<i>Utgarr</i>	Large 7	

Flail Hurricane



After moving and before attacking with this Ogre Warhulk, you must roll the 20-sided die. If you roll a 1-10, it may attack normally. If you roll 11 or higher, instead of attacking normally, it must attack each figure adjacent to it, if possible. Roll each attack separately.

Mine!

When you roll the 20-sided die for a Treasure Glyph trap with this Ogre Warhulk, you must subtract 4 from your die roll.

Warriors of Eberon

Werewolf Lord

	140	 Life 6
Lycanthrope	Move 6	
Uncommon Hero	Range 1	
Darklord	Attack 4	
Relentless	Defense 4	
<i>Utgarr</i>	Huge 9	

Lycanthropy

This Werewolf Lord starts the game with 3 green Lycanthropy markers on its Army Card. If an opponent's Unique Hero receives at least 1 wound from this Werewolf Lord, you may place a Lycanthropy marker on that figure's Army Card. For the duration of the game, that figure loses its Species, Class and Personality. Instead it has the following characteristics:

Species: Hybrid, **Class:** Hunter, **Personality:** Tormented

Lycanthropy never affects Constructs, Lycanthropes, Soulborgs, and destructible objects.

Moon Frenzy

After revealing an order marker on this Werewolf Lord, before taking this Werewolf Lord's turn, roll the 20-sided die. If you roll an 11 or higher, you may first take a turn with any Hybrid Hero in play. If you take a turn with an opponent's Hybrid Hero, you control that hero for the duration of its turn. At the end of its turn, control of the Hybrid Hero returns to its previous owner. All order markers that were on the figure's Army Card will stay on the Army Card.

Warriors of Eberon

Mind Flayer Mastermind

	100	 Life 4
	Mind Flayer	 Move 5
	Uncommon Hero	 Range 1
	Psychic	 Attack 4
	Terrifying	 Defense 4
<i>Utgarr</i>	Medium 5	

Psionic Blast Special Attack Range 3. Attack 3.

This Mind Flayer Mastermind does not need clear line of sight to attack with Psionic Blast Special Attack. If a figure receives 1 or more wounds from Psionic Blast Special Attack, remove one unrevealed order marker at random from that figure's Army Card (or cards if your opponent has more than one common card for that figure).

Enslave 17

When revealing an order marker on this Mind Flayer Mastermind, after taking this Mind Flayer Mastermind's turn, you may choose any Unique Hero figure within 4 clear sight spaces of this Mind Flayer Mastermind. Roll the 20-sided die. If you roll a 17 or higher, take temporary control of the chosen Hero and immediately take a turn with that Hero. At the end of its turn, control of the chosen Hero returns to its previous owner. All order markers that were on the figure's Army Card will stay on the Army Card. Enslave does not affect other Mind Flayers.

Warriors of Eberon

Warforged Soldiers

	80	 Life 1
	Warforged	 Move 5
	Common Squad	 Range 1
	Soldiers	 Attack 3
	Loyal	 Defense 2
<i>Vydar</i>	Medium 5	

Tactical Switch







When a Warforged Soldier you control attacks an opponent's small or medium figure, before rolling the attack dice, you may switch that Warforged Soldier with the defending figure. After switching spaces, the Warforged Soldier must continue the attack, if possible, and cannot attack any other figure this turn. Figures moved by Tactical Switch never take any leaving engagement attacks. An opponent's figure may be moved by Tactical Switch only once per turn.

Warforged Resolve

When rolling defense dice against a normal or special attack, a Warforged Soldier always adds 1 automatic shield to whatever is rolled.

Warriors of Eberon

Goblin Cutters

	50	 Life 1
	Goblins	 Move 6
	Common Squad	 Range 1
	Cutters	 Attack 2
	Skittish	 Defense 1
<i>Utgarr</i>	Small 3	

Mob Attack

When attacking with a Goblin Cutter that you control, if the defending figure is engaged with at least 2 other Goblin Cutters you control, it subtracts 2 from its defense.

Scurry







When a Goblin Cutter you control is destroyed by a normal attack from an opponent's figure, you may move any 2 Goblin Cutters you control up to 4 spaces each, and all Goblin Cutters you control no longer have any visible Hit Zones for the duration of the attacking figure's turn while they remain unengaged. Goblin Cutters never take any leaving engagement attacks while using Scurry.

Scale

When moving up or down levels of terrain, Goblin Cutters may add 2 to their height.

Warriors of Eberon

Heirloom

	90	 Life 4
	Warforged	 Move 5
	Unique Hero	 Range 1
	Wizard	 Attack 4
	Tricky	 Defense 2
<i>Vydar</i>	Medium 5	

Force Orb Special Attack Range 5. Attack 3.

Choose an opponent's figure to attack. Each opponent's figure adjacent to the chosen figure is also affected by Force Orb Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Mage Hand







After moving and before attacking with Heirloom, you may choose a Treasure Glyph on an unoccupied space within 4 spaces of Heirloom. You may move that Treasure Glyph onto any empty same-level space adjacent to Heirloom. Symbol-side-up Treasure Glyphs cannot be revealed, and power-side-up Treasure Glyphs must be placed power-side-up when moved by Mage Hand.

Warforged Resolve

When rolling defense dice against a normal or special attack, Heirloom always adds 1 automatic shield to whatever is rolled.

Warriors of Eberon

Kurrok The Elementalist

	120	 Life 5
	Hobgoblin	 Move 5
	Unique Hero	 Range 1
	Sorcerer	 Attack 3
	Devout	 Defense 3
<i>Utgarr</i>	Medium 5	

Summon Elemental






After moving and before attacking with Kurrok the Elementalist, you may roll the 20-sided die. If you roll an 11 or higher, you may, if possible, place one of your previously destroyed small or medium Elementals on an empty space within 3 clear sight spaces of Kurrok the Elementalist.

Master of the Elements

After revealing an order marker on Kurrok the Elementalist, instead of taking that turn with Kurrok, you may take a turn with up to three small or medium Elementals you control that are within 8 clear sight spaces of Kurrok the Elementalist.

Warriors of Eberon

Mika Connour

	110	 Life 5
	Human	 Move 6
	Unique Hero	 Range 1
	Shadow Assassin	 Attack 4
	Tricky	 Defense 4
<i>Vydar</i>	Medium 5	

Shadow Ambush

If Mika Connour starts her turn unengaged and on a shadow space, add 3 dice to her attack this turn.

Shadow Dance







If Mika Connour starts her turn on a shadow space, instead of moving normally, you may place her on any other empty shadow space within 8 spaces of her current location. If Mika Connour is engaged when she starts her Shadow Dance, she will take any leaving engagement attacks.

Blend Into Shadow

Mika Connour starts each game with up to 2 shadow tiles on her Army Card. If Mika Connour ends her turn on an empty land space, you may place a shadow tile from her Army card onto the space she occupies if the shadow tile fits normally onto that space.

Warriors of Eberon

Death Knights of Valkrill

	60	 Life 1
	Undead	 Move 5
	Common Squad	 Range 1
	Death Knights	 Attack 2
	Tormented	 Defense 5
<i>Valkrill</i>	Medium 5	

Soul Weapons







Figures attacked by a Death Knight of Valkrill subtract 2 from their defense dice. Destructible objects are not affected by Soul Weapons.

Unholy Bonding

Before taking a turn with the Death Knights of Valkrill, you may first take a turn with any small, medium, or large relentless Hero you control.

bitenclaw's Invasion

Horned Skull Brutes

	75	 Life 1
	Goblins	 Move 5
	Common Squad	 Range 1
	Brutes	 Attack 4
	Merciless	 Defense 4
<i>Valkrill</i>	Medium 5	

Expendable Rabble







If a Horned Skull Brute you control is attacked with a normal attack by an opponent's figure and receives 1 or more wounds, you may destroy a small Goblin figure you control that is adjacent to that Horned Skull Brute to ignore any wounds that Horned Skull Brute just received.

Barge into Battle

After moving and before attacking, if a Horned Skull Brute you control ends its movement unengaged, you may choose an engaged small or medium friendly Squad figure within 3 clear sight spaces of that Horned Skull Brute whose base is no more than 2 levels higher or lower than the base of that Horned Skull Brute. You may switch that Horned Skull Brute with the chosen Squad figure. Figures moved by Barge into Battle never take any leaving engagement attacks.

bitenclaw's Invasion

Mezzodemon Warmongers

	65	 Life 1
	Demons	 Move 5
	Common Squad	 Range 4
	Warmongers	 Attack 3
	Ferocious	 Defense 3
<i>Valkrill</i>	Medium 5	

Poison Cloud

When a Mezzodemon Warmonger attacks a Common figure, add 1 to its attack value.

Exoskeleton

At the start of the game, place 1 copper Exoskeleton marker on a Mezzodemon Warmongers Army Card for each Mezzodemon Warmonger figure in your Army. After a Mezzodemon Warmonger rolls defense dice against a normal attack, you may remove 1 Exoskeleton marker from its Army Card to ignore all wounds inflicted by that attack.

bitenclaw's Invasion

Death Chasers of Thesk

	55	 Life 1
Orcs	Move 5	
Common Squad	Range 1	
Hunters	Attack 4	
Wild	Defense 2	
<i>Valkrill</i>	Medium 5	

Taskmaster Bonding

Before taking a turn with the Death Chasers of Thesk, you may first take a turn with any Large Wild Hero you control.

Orc Battle Rush

At the start of the first round of the game, after all order markers have been placed, you may move all Death Chasers of Thesk you control up to 5 spaces each. They must end their Orc Battle Rush movement on an empty space.

Moltenclaw's Invasion

Eltahale

	140	 Life 6
Goliath	Move 6	
Unique Hero	Range 1	
Warden	Attack 5	
Fearless	Defense 4	
<i>Jandar</i>	Medium 5	

Thunder Ram Assault Special Attack



Range 1 + Special. Attack 4.
Choose a figure to attack. You may also choose up to two other figures within 2 clear sight spaces of the targeted figure to be affected by Thunder Ram Assault Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. You can only use Thunder Ram Assault Special Attack if Eltahale was not adjacent to the targeted figure at the start of this turn. You cannot use Thunder Ram Assault Special Attack if you used Thunder Step this turn.

Thunder Step

Instead of moving Eltahale normally, you may choose an opponent's figure within 5 clear sight spaces of Eltahale. Place Eltahale on any empty space adjacent to the chosen figure. For the duration of Eltahale's turn, add 1 to her Attack value. At the end of her turn, roll 1 attack die. If a skull is rolled, place 1 wound marker on Eltahale's Army Card. If Eltahale is engaged when she starts Thunder Step, she will not take any leaving engagement attacks.

Moltenclaw's Invasion

Frost Giant of Morh

	140	 Life 6
Giant	Move 5	
Uncommon Hero	Range 1	
Brute	Attack 4	
Fearless	Defense 4	
<i>Utgarr</i>	Huge 9	

Indomitable

If this Frost Giant of Morh begins its turn unengaged, add 2 to its Move value this turn. If it begins its turn engaged, add 2 to its Attack value this turn.

Battle Frenzy



After attacking with this Frost Giant of Morh, roll the 20-sided die. If you roll a 16 or higher, you may attack again with this Frost Giant of Morh.

Dying Swipe

If this Frost Giant of Morh is attacked with a normal attack by an opponent's figure and receives enough wounds to be destroyed, roll 3 attack dice. One at a time for each skull rolled, you may inflict 1 wound on any figure that is adjacent to this Frost Giant of Morh. Figures affected by Dying Swipe cannot roll any defense dice and can receive more than 1 wound each. After using Dying Swipe, remove this Frost Giant of Morh from the battlefield.

Moltenclaw's Invasion

Siege



	120	 Life 5
Warforged	Move 5	
Unique Hero	Range 1	
Juggernaut	Attack 5	
Stoic	Defense 5	
<i>Vydar</i>	Medium 5	

Crag of Steel

When revealing a numbered order marker on Siege's Army Card, you may also reveal an "X" order marker that is on Siege's Army Card to activate Crag of Steel for the duration of the round. While Crag of Steel is active, add 3 to Siege's Defense value and subtract 2 from Siege's Attack and Move values. When Siege attacks while Crag of Steel is active, he may attack any or all figures adjacent to him. Roll each attack separately.

Moltenclaw's Invasion

Ogre Pulverizer

	100	 Life 6
Ogre	Move 5	
Uncommon Hero	Range 1	
Pulverizer	Attack 4	
Wild	Defense 3	
<i>Utgarr</i>	Large 6	

Double Attack



When this Ogre Pulverizer attacks, it may attack one additional time.

Lumbering Bully

When attacking with this Ogre Pulverizer, all excess shields rolled by the defending figure count as unblockable hits inflicted by the defending figure on this Ogre Pulverizer.

Moltenclaw's Invasion

Evar Scarcarver

	110	 Life 5
Human	Move 5	
Unique Hero	Range 4	
Frostrager	Attack 2	
Reckless	Defense 3	
<i>Vydar</i>	Medium 5	

Double Assault



When Evar Scarcarver attacks an adjacent figure or destructible object, he may attack one additional time.

Frost Rage

When revealing a numbered order marker on Evar Scarcarver's Army Card, you may also reveal an "X" order marker that is on Evar Scarcarver's Army Card to activate Frost Rage for the duration of the round. While Frost Rage is active, add 1 to Evar Scarcarver's Attack and Defense values for each wound marker on his Army Card.

Moltenclaw's Invasion

Ice Troll Berserker

	85	 Life 4
Troll	Move 5	
Uncommon Hero	Range 1	
Beast	Attack 5	
Mindless	Defense 2	
<i>Utgarr</i>	Large 5	

Ice Troll Charge

After moving and before attacking with this Ice Troll Berserker, roll the 20-sided die. If this Ice Troll Berserker is on a snow or ice space, add 3 to your die roll. If you roll a 13 or higher, you may move this Ice Troll Berserker again.

Cold Regenerate

After taking a turn with this Ice Troll Berserker, remove 1 wound marker from this Ice Troll Berserker's army card. If it is on a snow or ice space, remove 1 additional wound marker.

Moltenclaw's Invasion

Master of the Hunt

	140	 Life 6
Firbolg	Move 6	
Uncommon Hero	Range 4	
Hunter	Attack 4	
Bold	Defense 4	
<i>Einar</i>	Large 6	

Mortal Strike



After attacking an opponent's Unique Hero with this Master of the Hunt's normal attack, roll 1 attack die for each wound inflicted in that attack. For each additional skull rolled, place 1 additional wound marker on the defending figure's Army Card.

Javelin

After moving and before attacking with this Master of the Hunt, you may roll the 20-sided die. If you roll a 16 or higher, add 3 to this Master of the Hunt's Range value for the duration of its turn.

Moltenclaw's Invasion

Moltenclaw

	170	 Life 6
Dragon	Move 5	
Unique Hero	Range 1	
Prince	Attack 5	
Fearless	Defense 3	
<i>Utgarr</i>	Huge 8	

Burning Breath Special Attack

Range 4 + Special. Attack 4.
Choose a figure to attack, you may also choose 4 spaces in a straight line from the targeted figure. All figures on those spaces that are within line of sight of Moltenclaw are affected by Burning Breath Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately, Moltenclaw is not affected by Burning Breath Special Attack.

Lava Resistant

Moltenclaw never rolls for molten lava damage or lava field damage, and he does not have to stop on molten lava spaces.

Flying

When counting spaces for Moltenclaw's movement, ignore elevations. Moltenclaw may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Moltenclaw is engaged when he starts to fly, he will take any leaving engagement attacks.

Moltenclaw's Invasion



Samuel Brown



60

Human

Unique Hero

Patriot

Valiant



Life **4**

Move **5**

Range **7**

Attack **3**

Jandar

Medium 5

Defense **3**

Fire and Rush Special Attack Range Special. Attack Special.

If Samuel Brown begins his turn unengaged, instead of moving and attacking normally, he may use his Fire and Rush Special Attack. Choose a figure within 5 spaces of Samuel Brown to attack and roll 3 attack dice. If the defending figure receives one or more wounds from that attack, you may move Samuel Brown up to 5 spaces. If Samuel Brown ends that move engaged, he may attack again by rolling 4 attack dice.

Forever Valiant